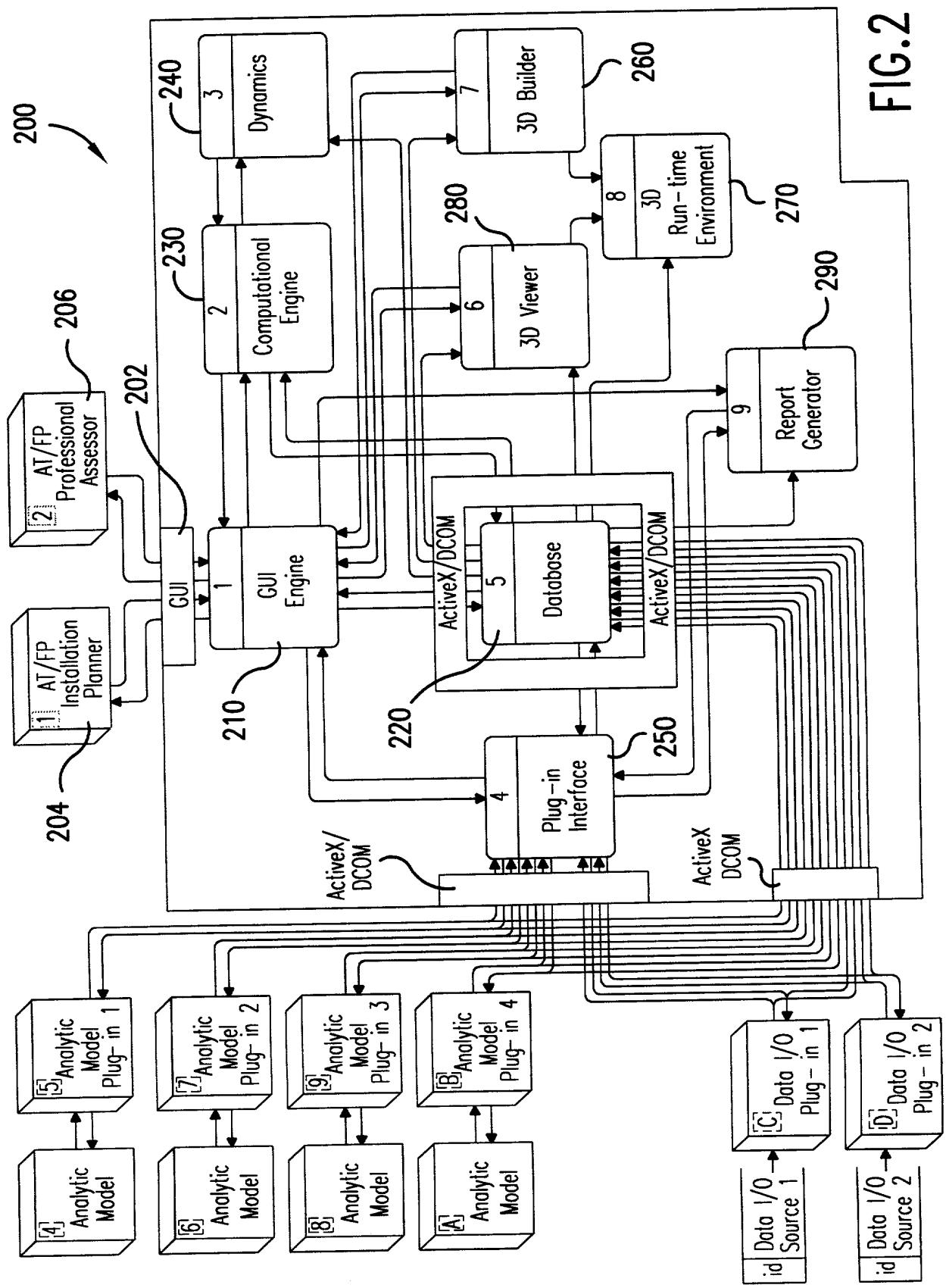


FIG.2



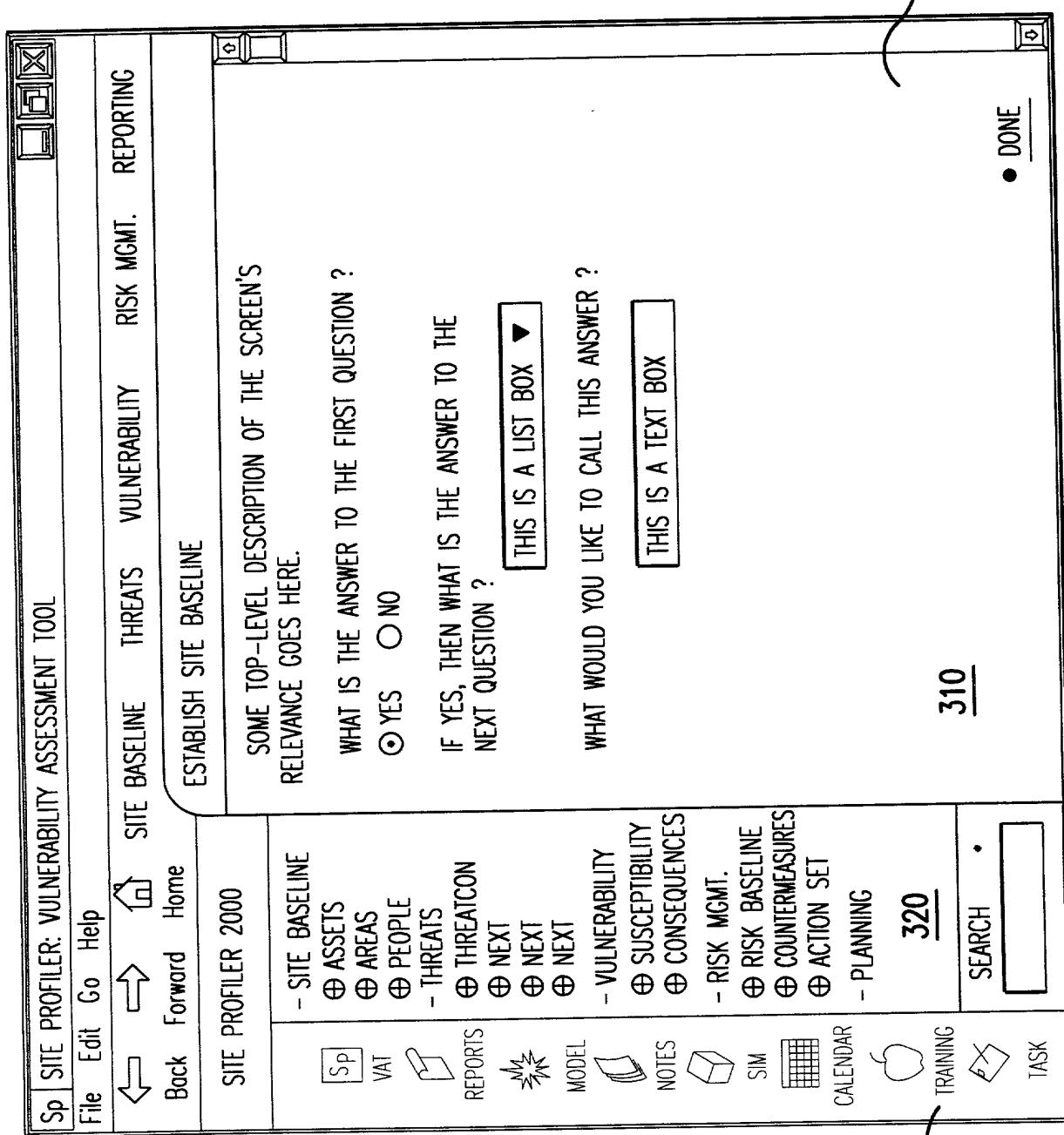


FIG. 3

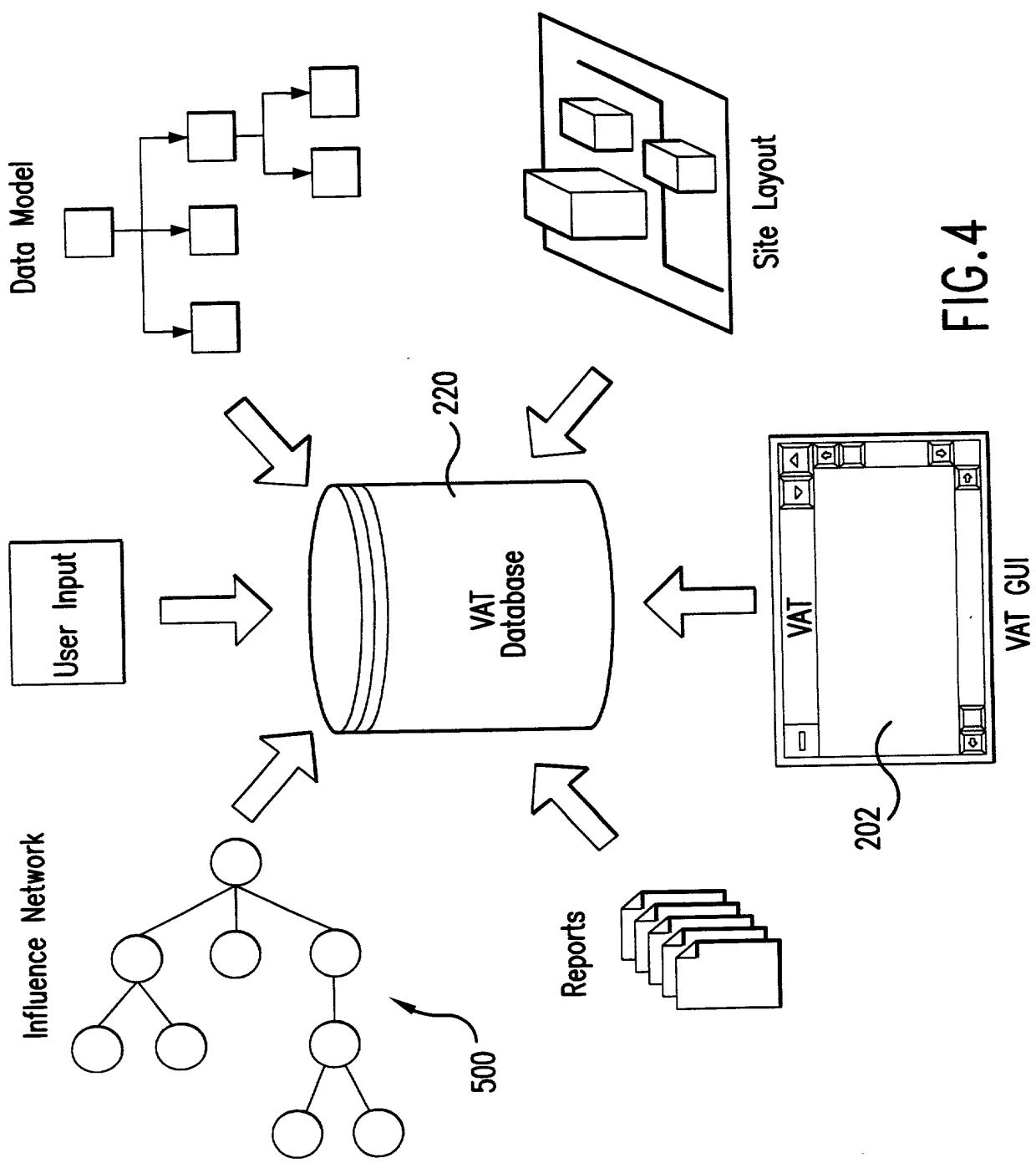
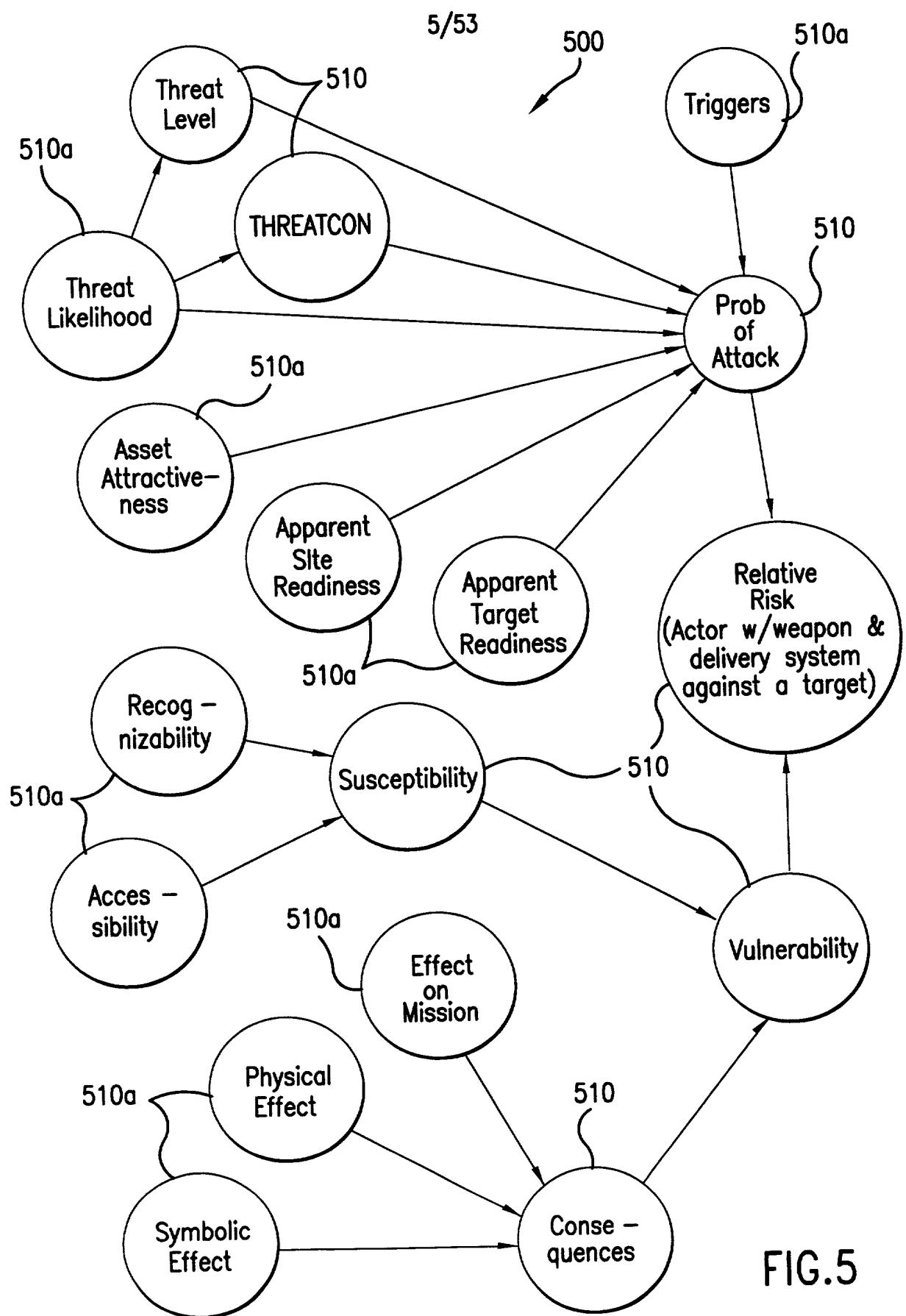
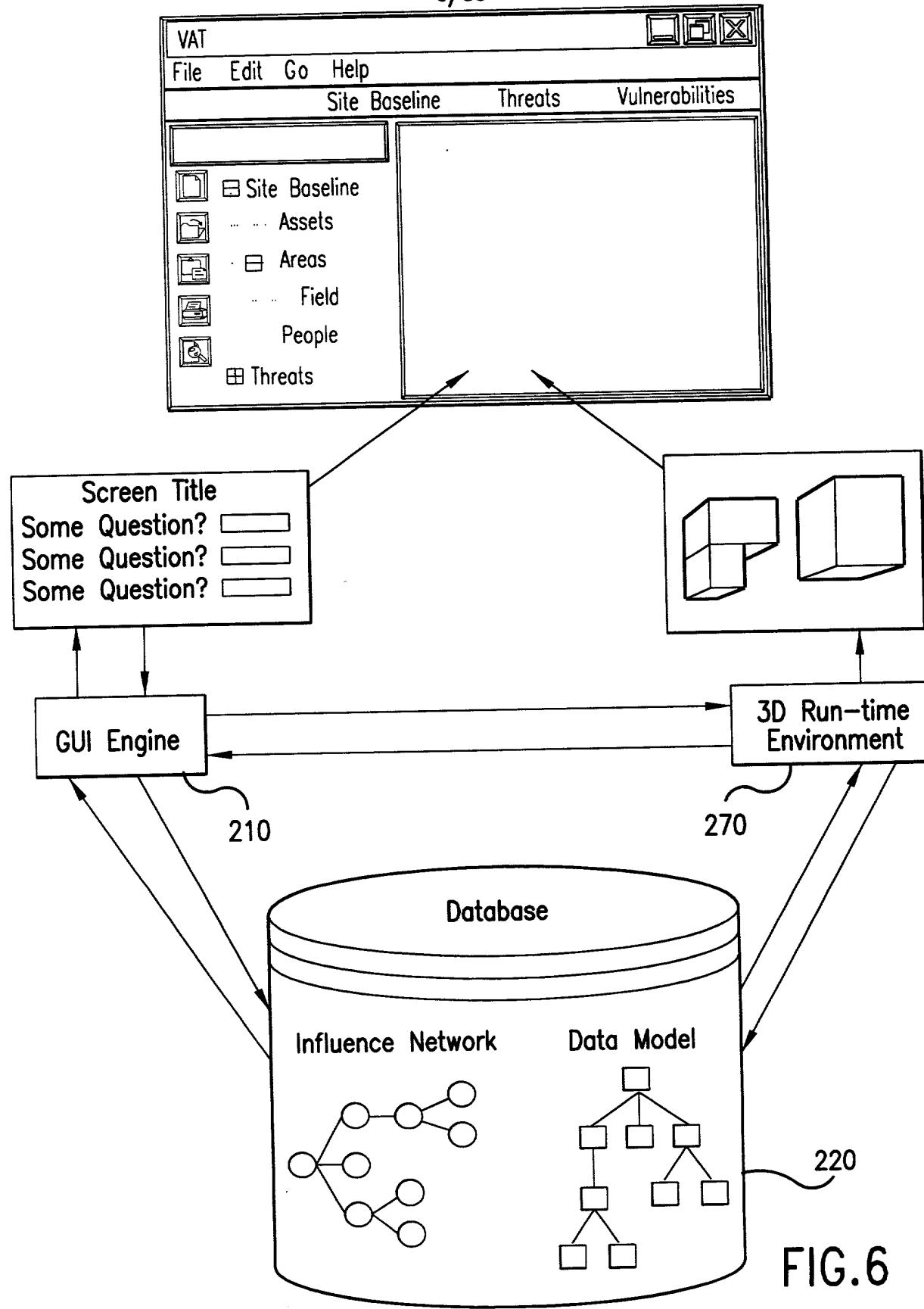


FIG. 4

VAT GUI





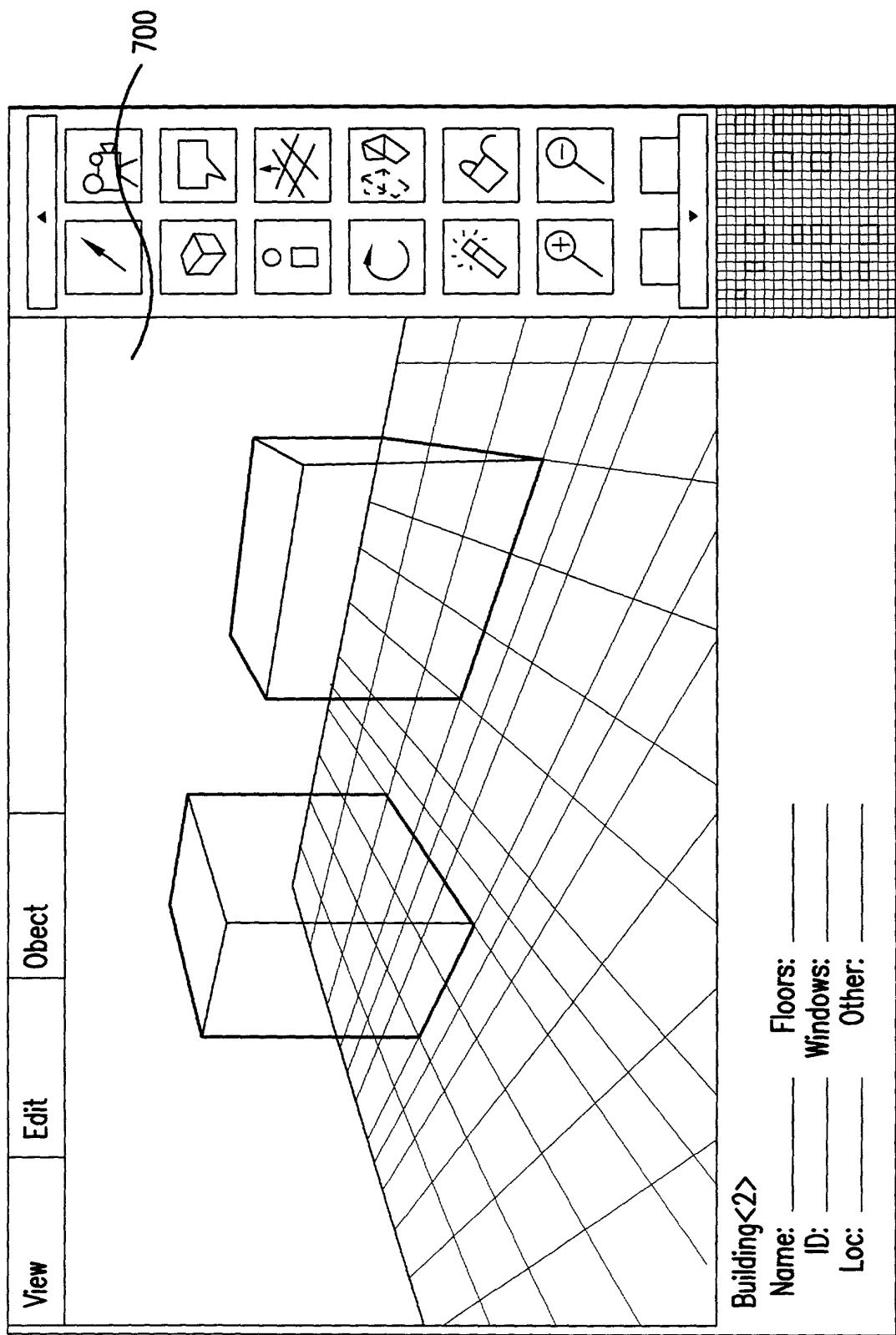


FIG.7

801

WEAPON	DELIVERY SYSTEM	TARGETS	PROB. OF ATTACK	SUSCEPTIBILITY	CONSEQUENCES	PASSIVE COUNTERMEASURES
500LB BOMB	CAR	HEAD-QUARTERS	HIGH	MOD	HIGH	ID CHECK
500LB BOMB	TRUCK	DLA HQ BLDG	MOD	HIGH	HIGH	FRF, WALL
ANTHRAX	AEROSOL	FT. BELVOIR	LOW	MOD	HIGH	DETECTORS PPC

Site Profiler Risk Assessment

RISK ASSESSMENT:

THE LIKELIHOOD OF VEHICULAR BOMBS TO FT. BELVOIR IS HIGH.

YOUR MOST ATTRACTIVE TARGETS ARE:

- BUILDING 2120, DLA HQ
- BUILDING 600, NVESD LAB
- BUILDING 1900, INSEAM HQ
- BUILDING 20, GENERAL QUARTERS <WHY?>

OF THESE TARGETS, DLA HQ IS THE MOST SUSCEPTIBLE.

THE CONSEQUENCES OF A VEHICULAR BOMB AT ALL OF THESE ASSETS IS EXTREMELY HIGH DUE TO:

- VIP'S <WHY?>
- MISSION IMPORTANCE <WHY?>
- POPULATION <WHY?>
- RECOVERABILITY <WHY?>

- MORE
- RISK TABLE
- DONE

803

802

FIG.8

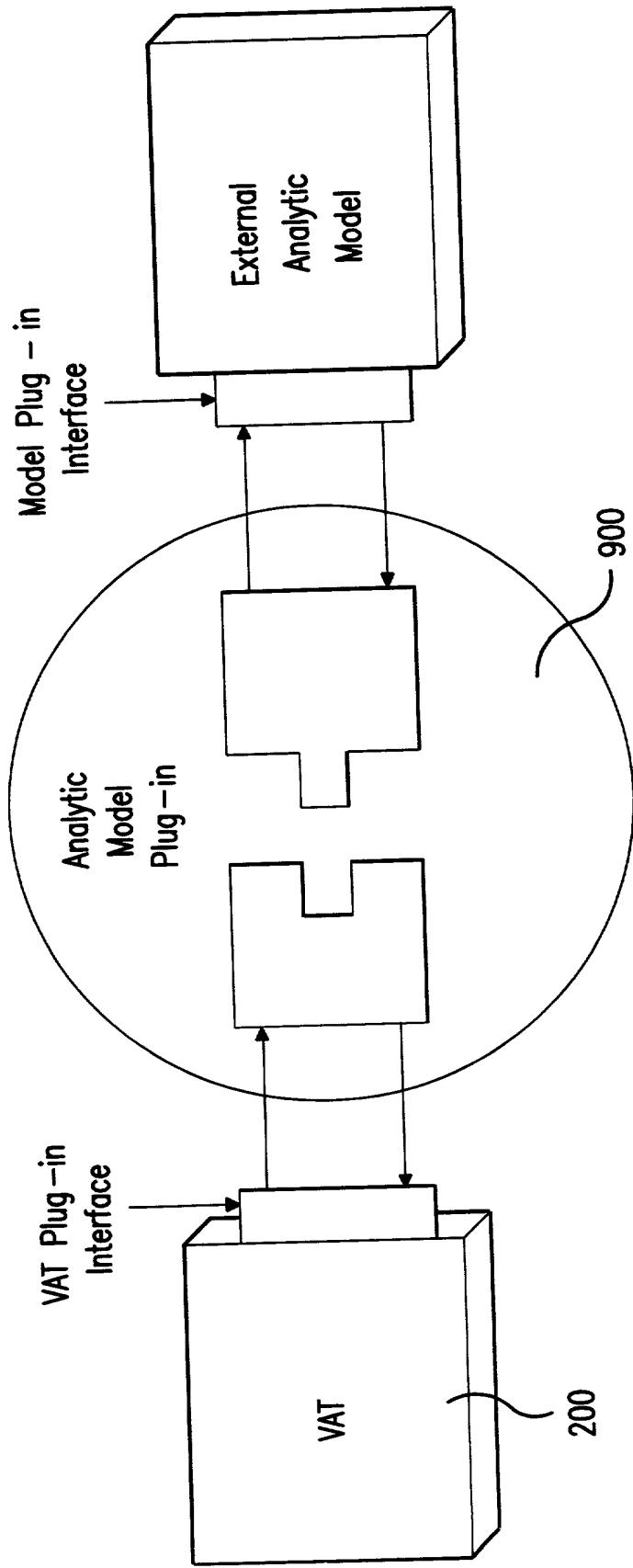


FIG.9

more than one page, use two pages. If the report is longer than one page, use two pages. If the report is longer than one page, use two pages.

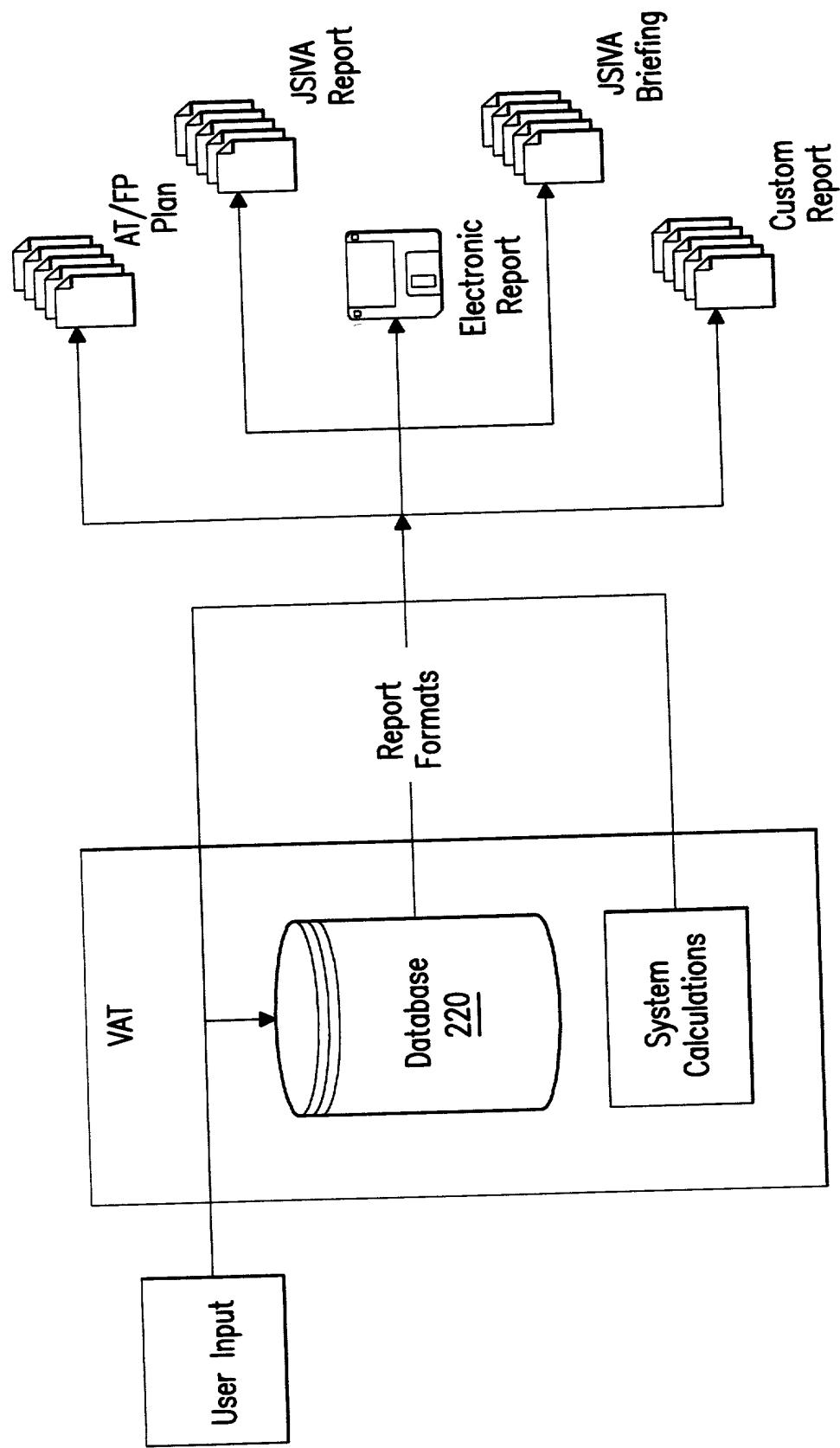


FIG. 10

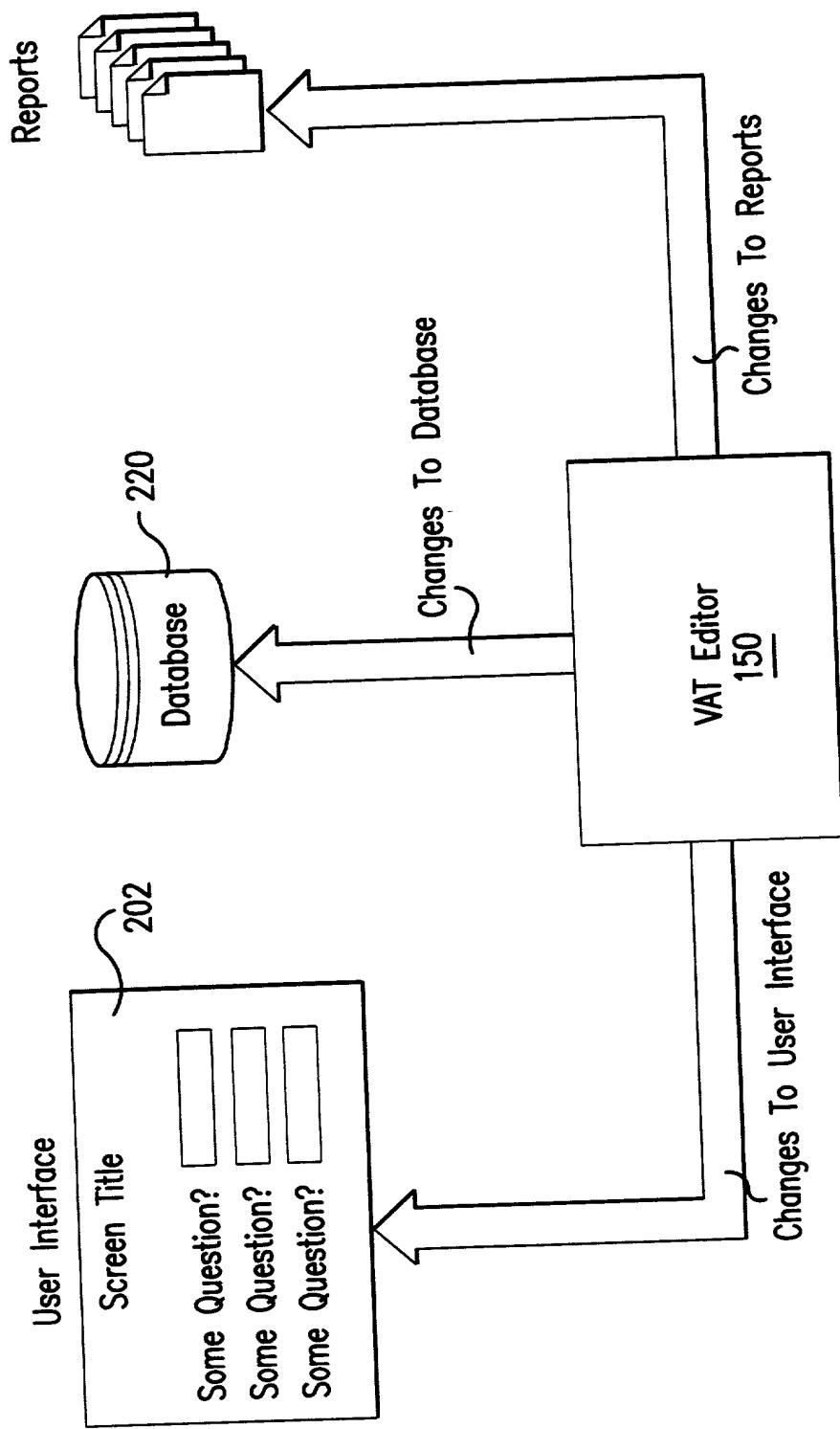


FIG.11

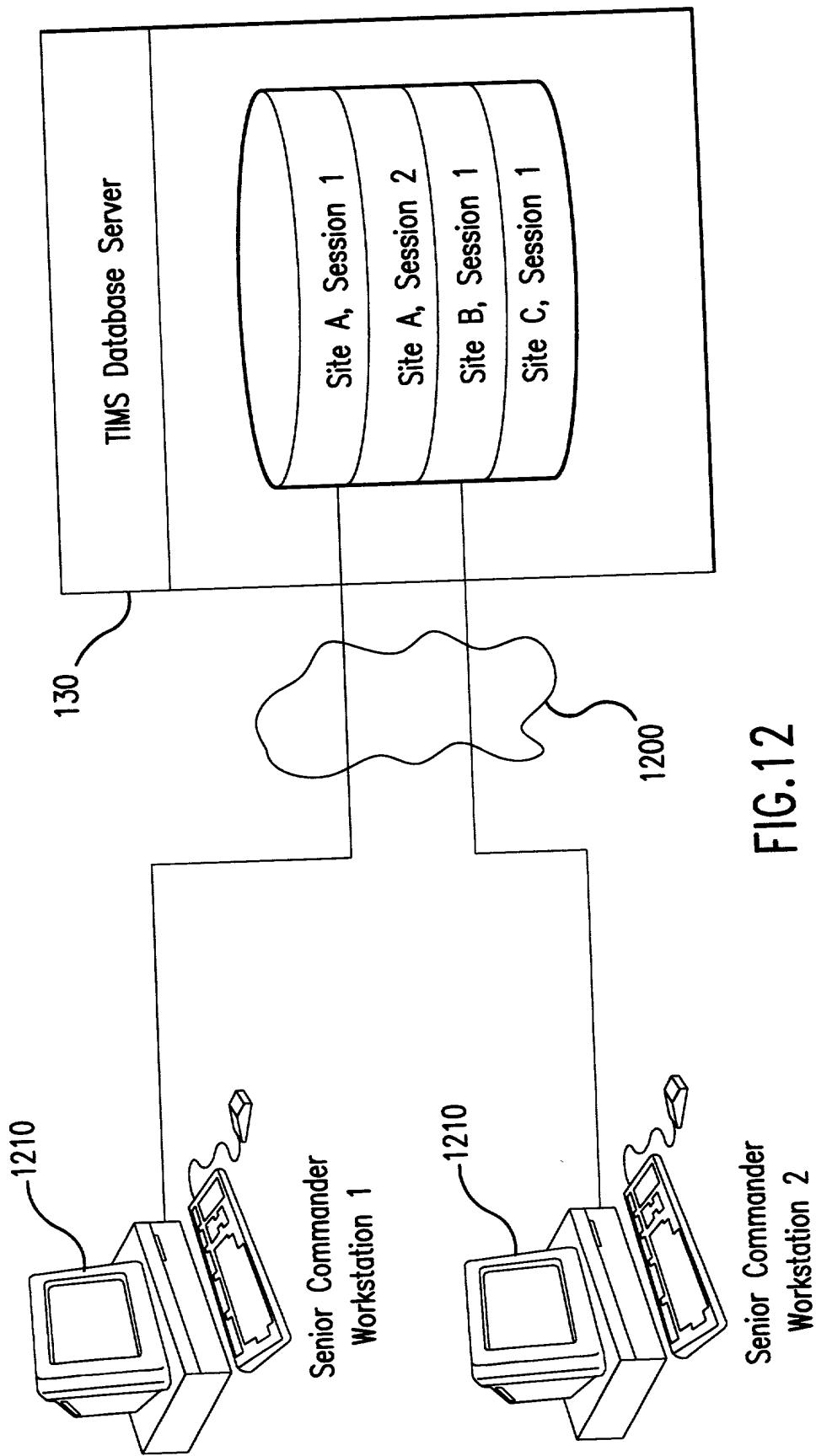


FIG. 12

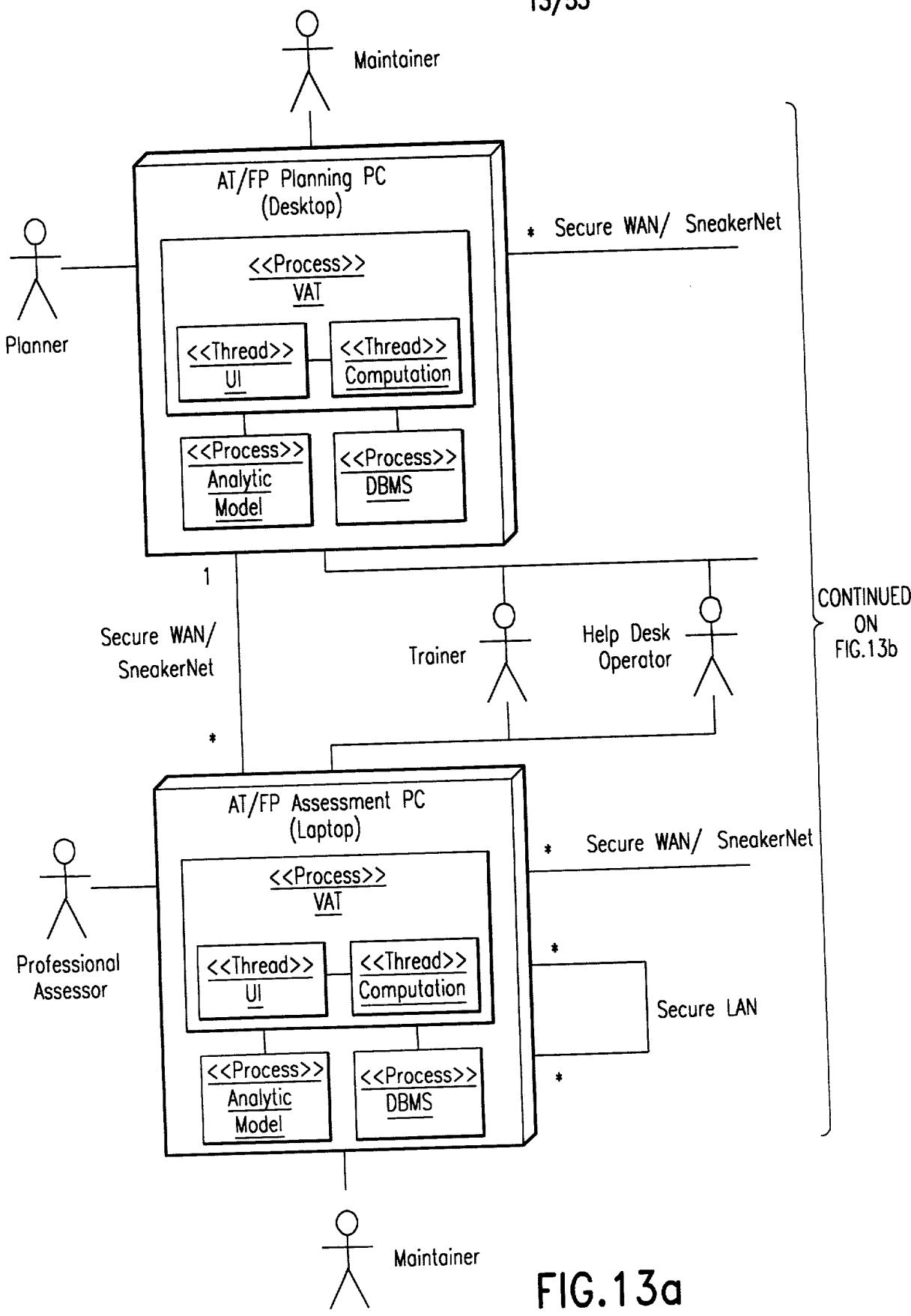


FIG.13a

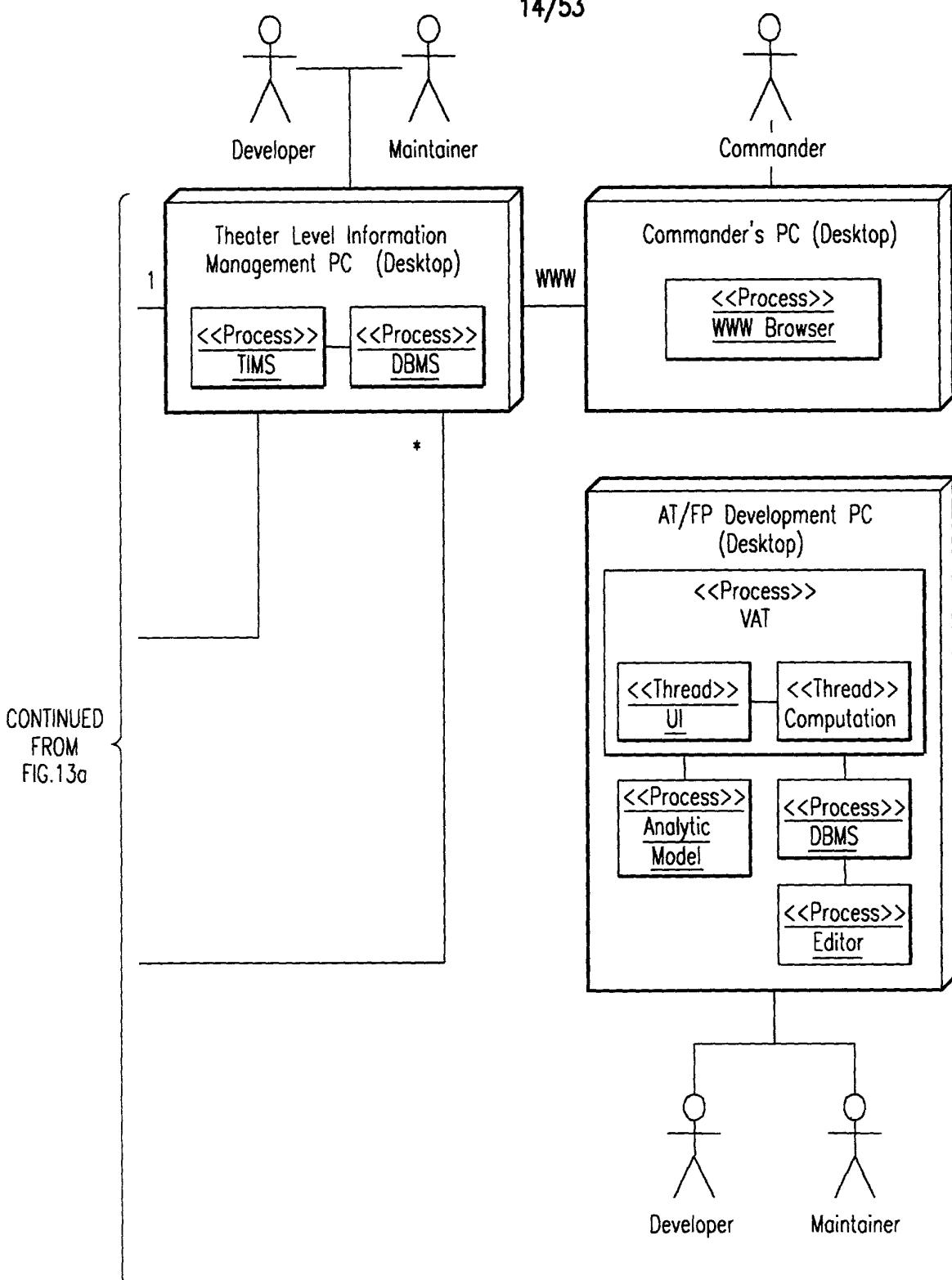


FIG.13b

Asset Attractiveness

IN ORDER TO ASSESS THE ATTRACTIVENESS OF THIS ASSET TO A TERRORIST, YOU WILL NEED TO DESCRIBE THE FOLLOWING FEATURES OF THE ASSET:

- PROXIMITY TO OTHER IMPORTANT ASSETS
- POPULATION
- DEMOGRAPHICS
- RECOGNIZABILITY
- ACCESSIBILITY
- AND IMPORTANCE

EACH OF THESE DESCRIPTIONS WILL IMPACT THE ATTRACTIVENESS OF THE ASSET TO A TERRORIST.

•LET'S GET STARTED

1400

FIG.14

Site Profiler Risk Assessment

RISK ASSESSMENT:

THE LIKELIHOOD OF VEHICULAR BOMBS TO FT. BELVOIR IS HIGH.

YOUR MOST ATTRACTIVE TARGETS ARE:

- BUILDING 2120, DLA HQ
- BUILDING 600, NVESD LAB
- BUILDING 1900, INSEAM HQ
- BUILDING 20, GENERAL QUARTERS

OF THE TARGETS DLA HQ IS THE MOST SUSCEPTIBLE.

THE CONSEQUENCES OF A VEHICULAR BOMB AT ALL OF THESE ASSETS IS EXTREMELY HIGH DUE TO:

- VIP'S
- MISSION IMPORTANCE
- POPULATION
- RECOVERABILITY

•MORE

•RISK TABLE

The circled text indicates site specific data that has been added to the assessment.

Clicking on <why?> will allow the user to drill-down for additional information.

Clicking on underlined text will allow the user to drill-down for additional information.

1500

FIG. 15

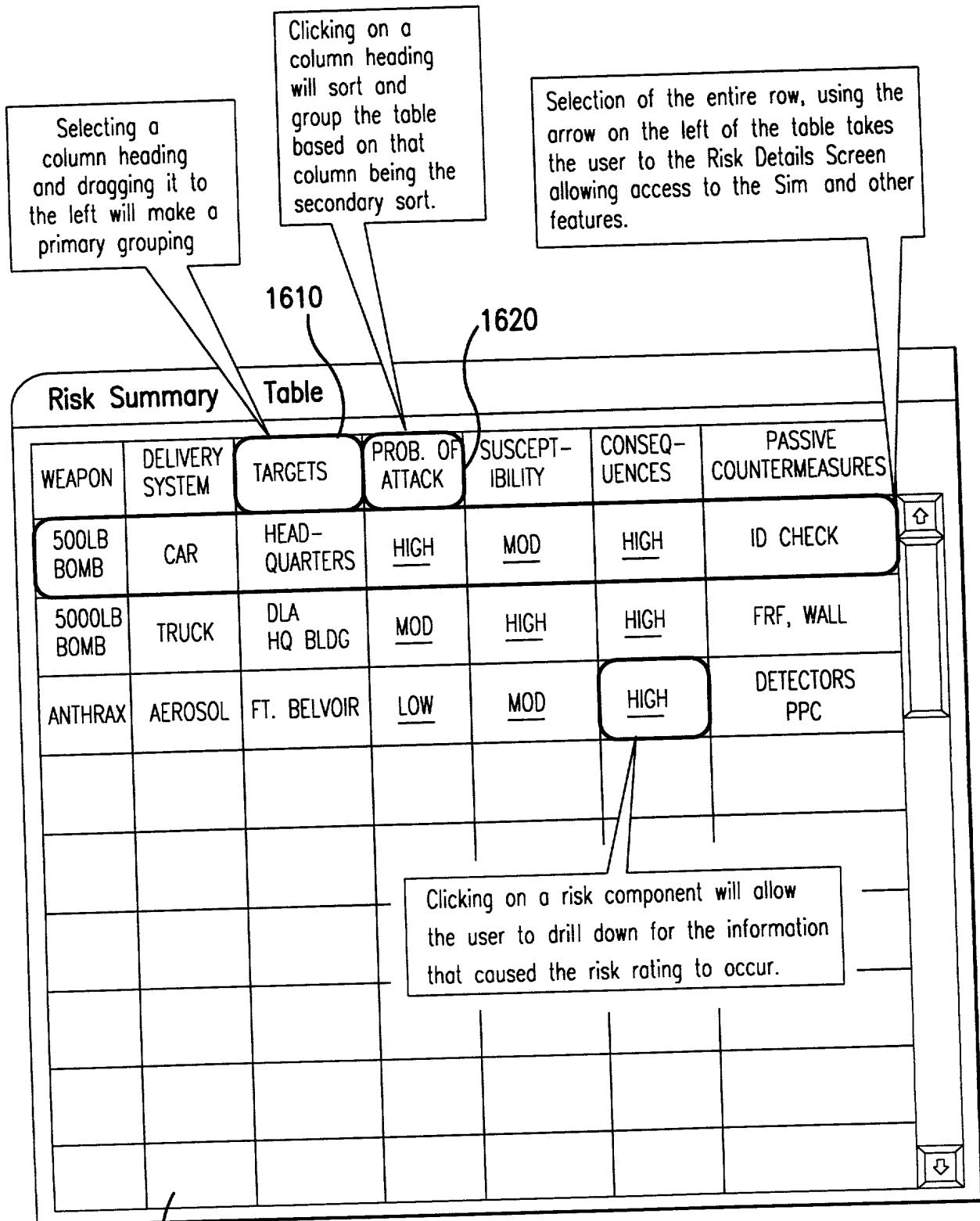


FIG. 16

Prob. of Attack Detail: 500LB Car Bomb

1) TARGET: HEADQUARTERS

3 TRIGGERS ARE ACTIVE
THE THREAT LEVEL IS HIGH
THE THREATCON ALPHA
THREAT LIKELIHOOD IS HIGH
APPARENT SITE READINESS IS MODERATE
APPARENT TARGET READINESS IS LOW

PROB. OF ATTACH: HIGH

<MORE>
<MORE>
<MORE>
<MORE>
<MORE>
<MORE>

2) TARGET: DAY CARE CENTER

3 TRIGGERS ARE ACTIVE
THE THREAT LEVEL IS HIGH
THE THREATCON IS ALPHA
THREAT LIKELIHOOD IS HIGH
APPARENT SITE READINESS IS MODERATE
APPARENT TARGET READINESS IS LOW

PROB. OF ATTACH: MOD

<MORE>
<MORE>
<MORE>
<MORE>
<MORE>
<MORE>

3) TARGET: *****

3 TRIGGERS ARE ACTIVE
THE THREAT LEVEL IS HIGH
THE THREATCON IS ALPHA
THREAT LIKELIHOOD IS HIGH
APPARENT SITE READINESS IS MODERATE
APPARENT TARGET READINESS IS LOW

PROB. OF ATTACH: ***

<MORE>
<MORE>
<MORE>
<MORE>
<MORE>
<MORE>

1700

This Screen comes from clicking
'on the High' indicator in the Prob of
Attack column for the Headquarters.
The screen provides information on
how the Prob was derived.

Clicking on<more>
will take the user
to further screens
with additional
details.

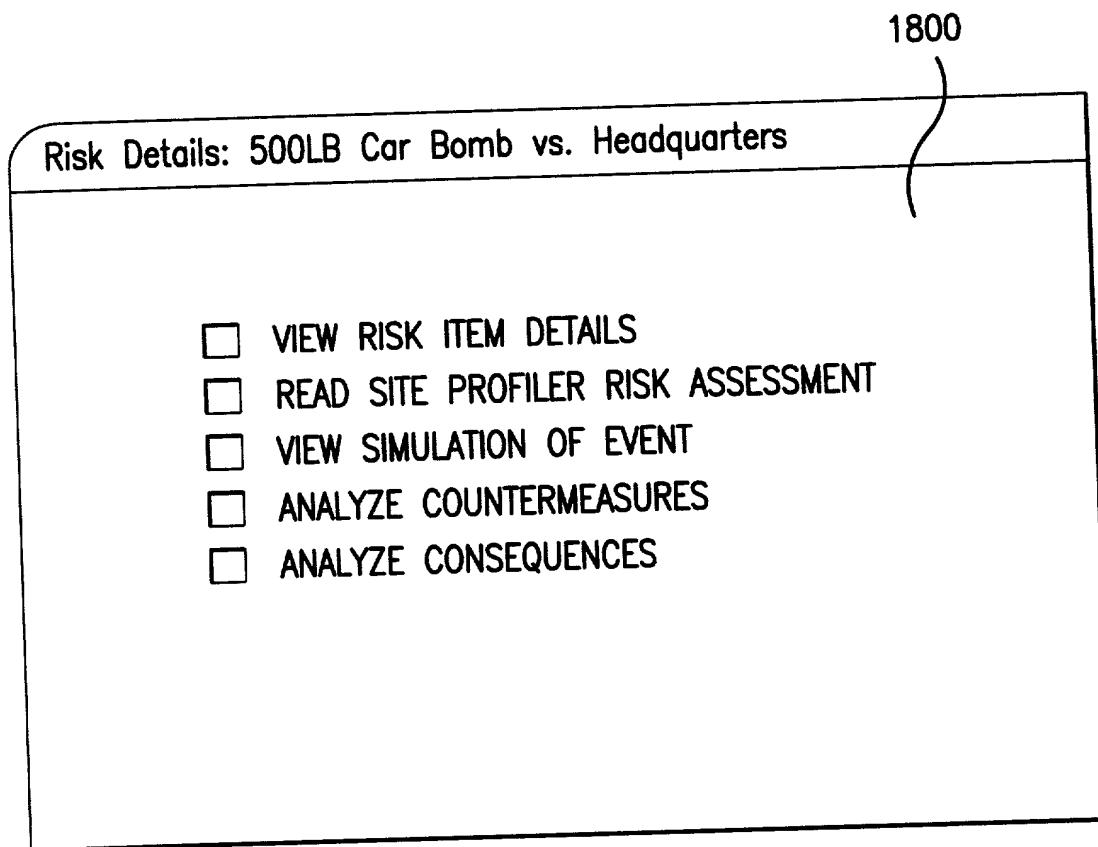


FIG.18

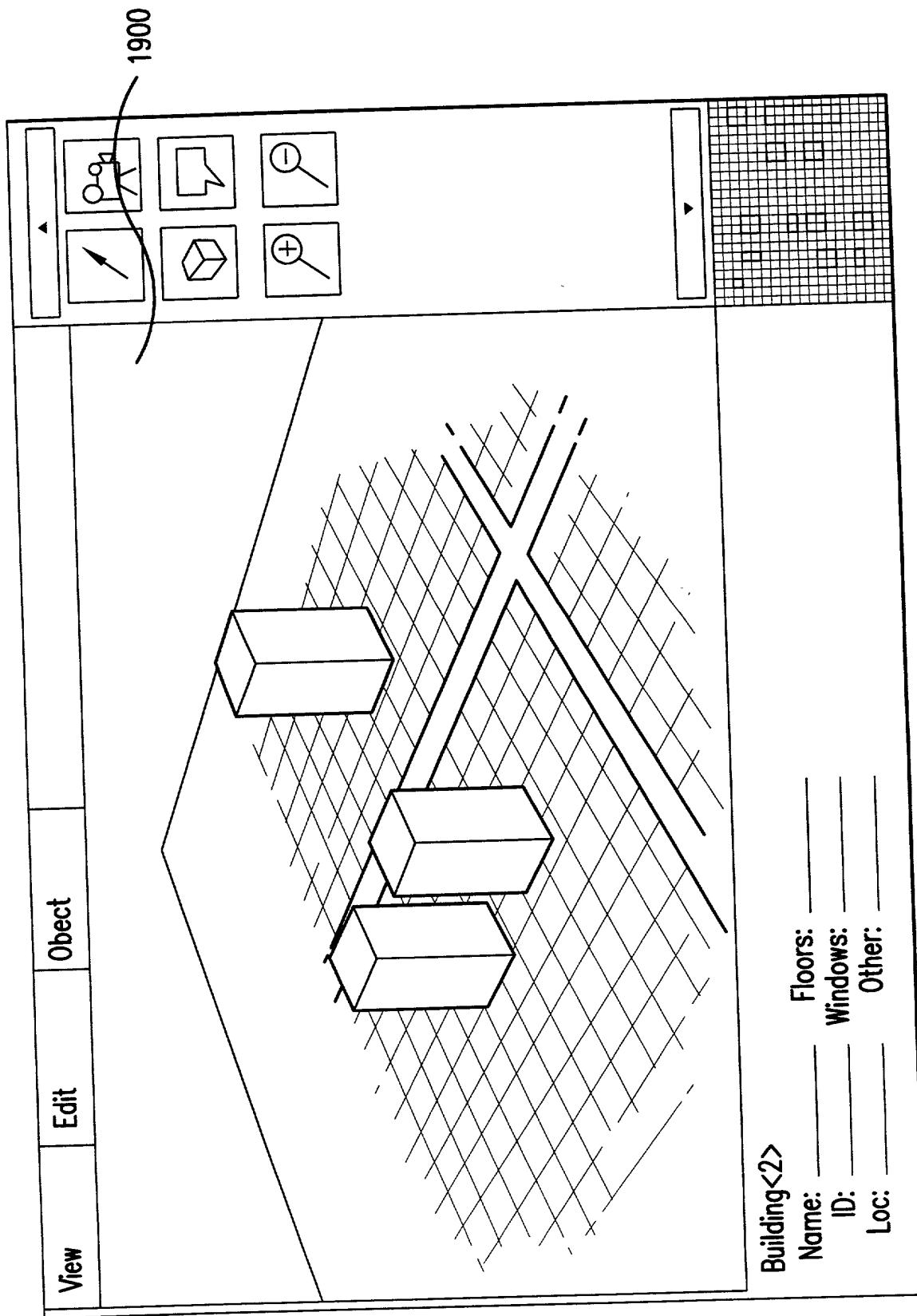
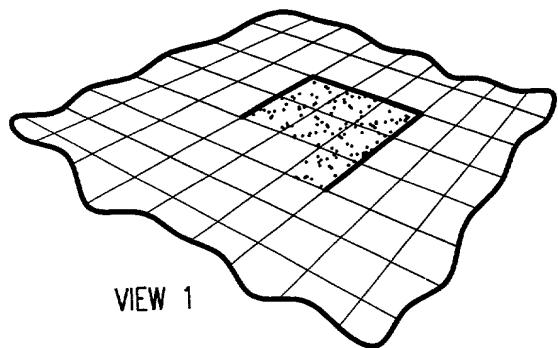
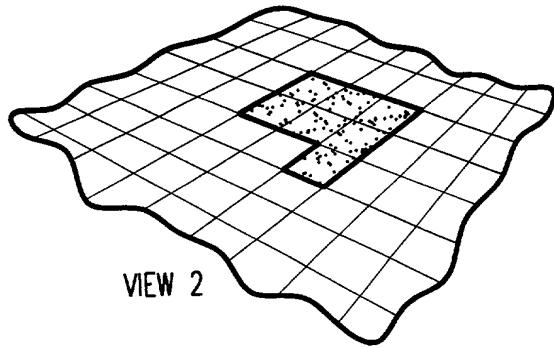


FIG. 19



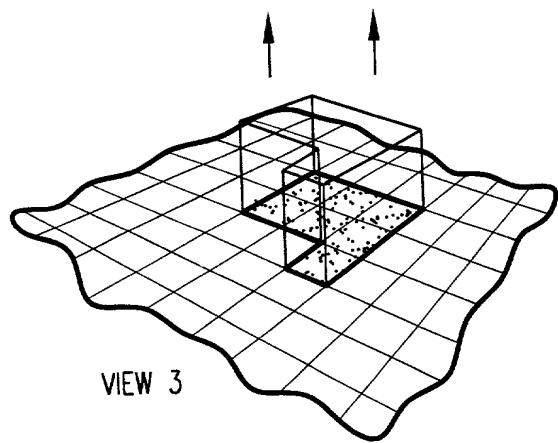
VIEW 1



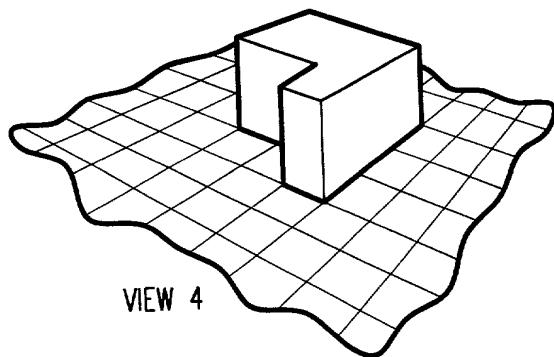
VIEW 2

FIG.20a

FIG.20b



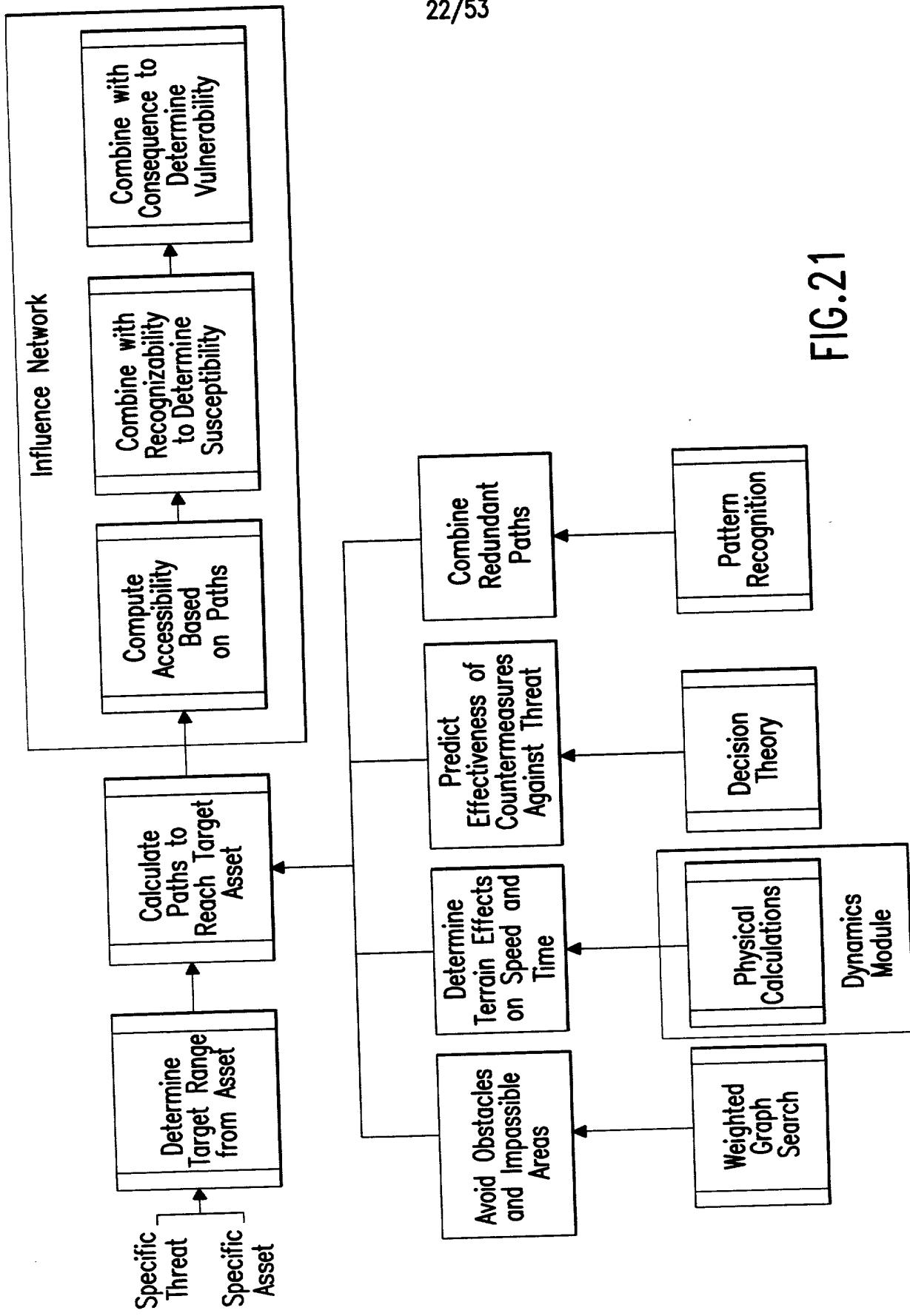
VIEW 3



VIEW 4

FIG.20c

FIG.20d



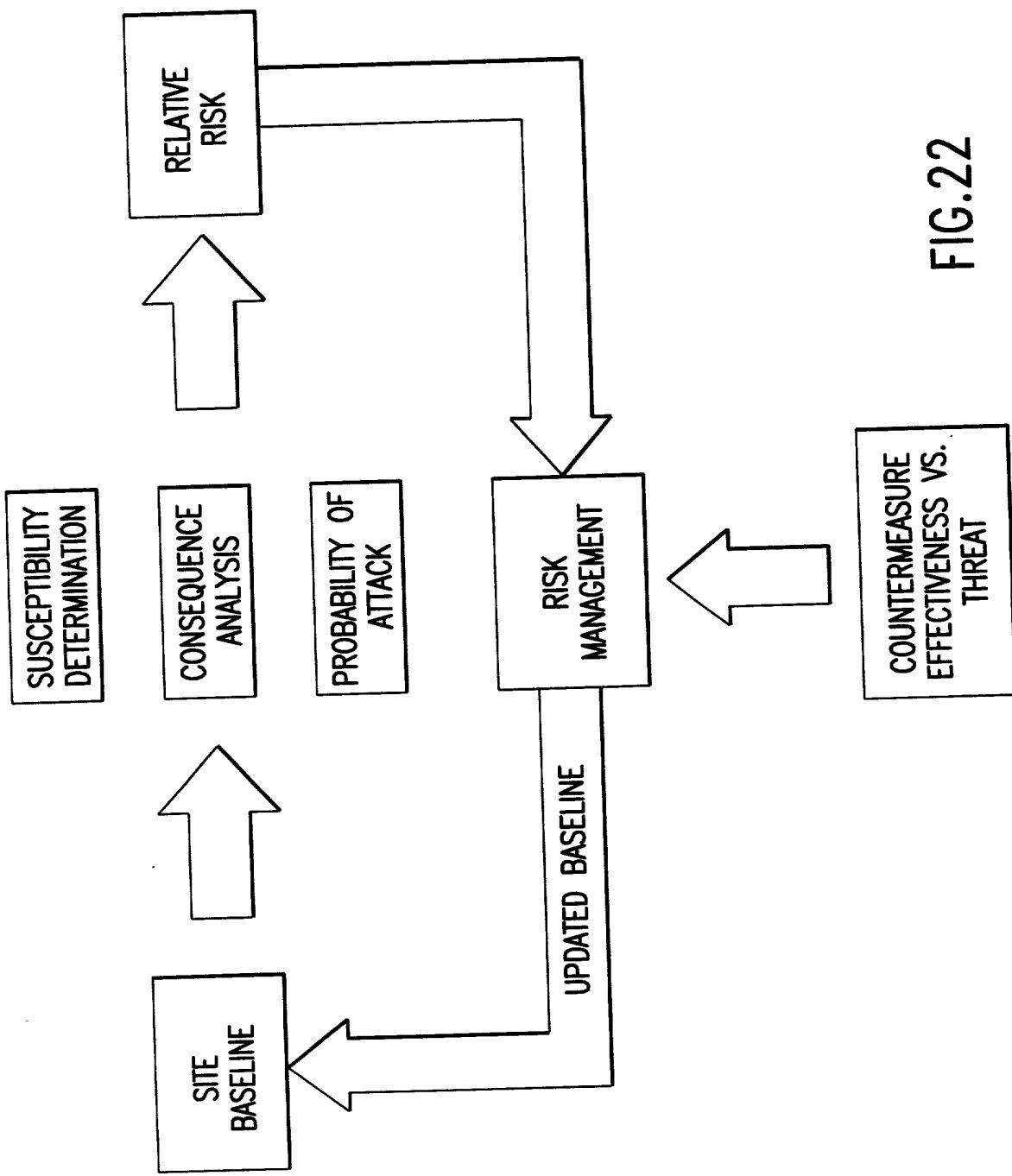


FIG.22

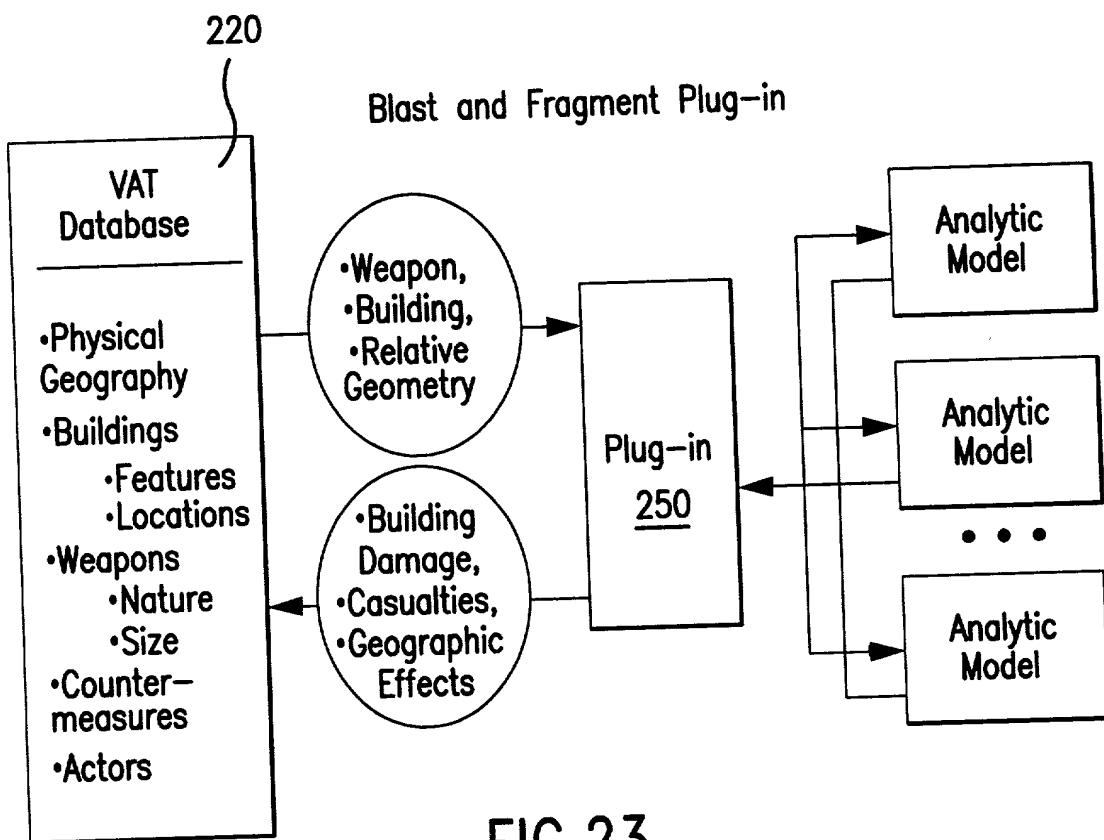


FIG.23

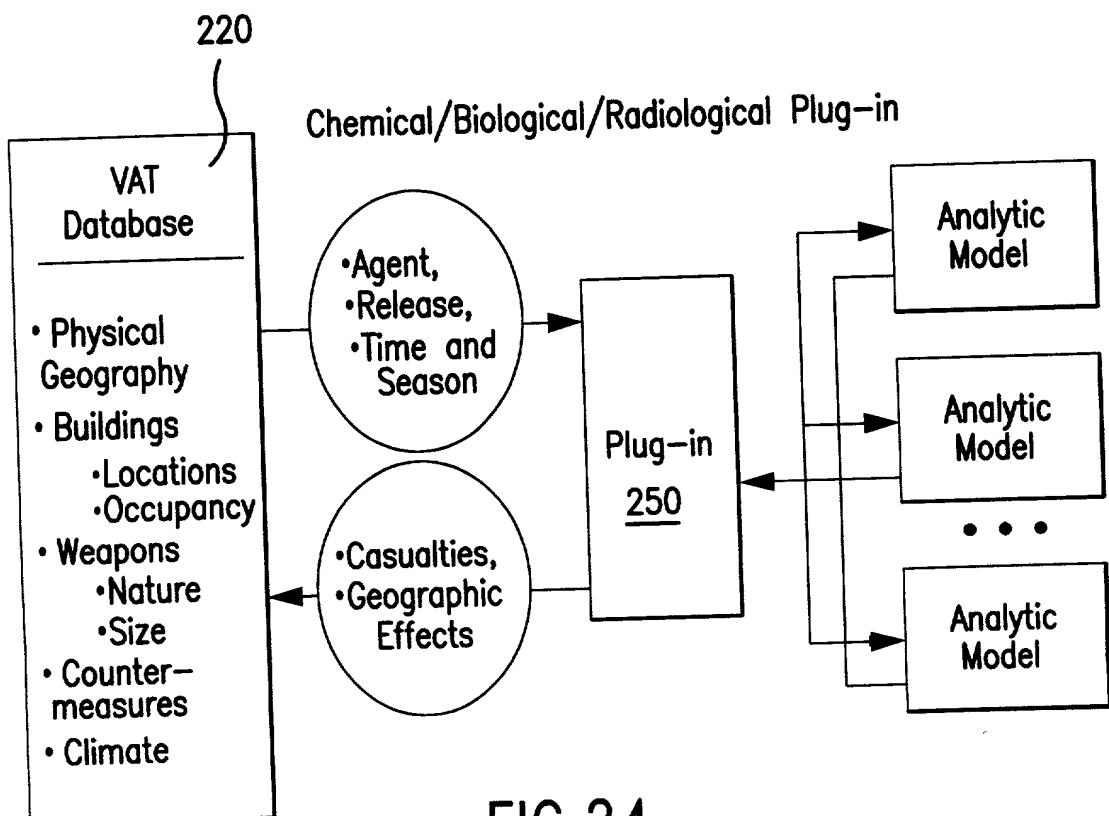


FIG.24

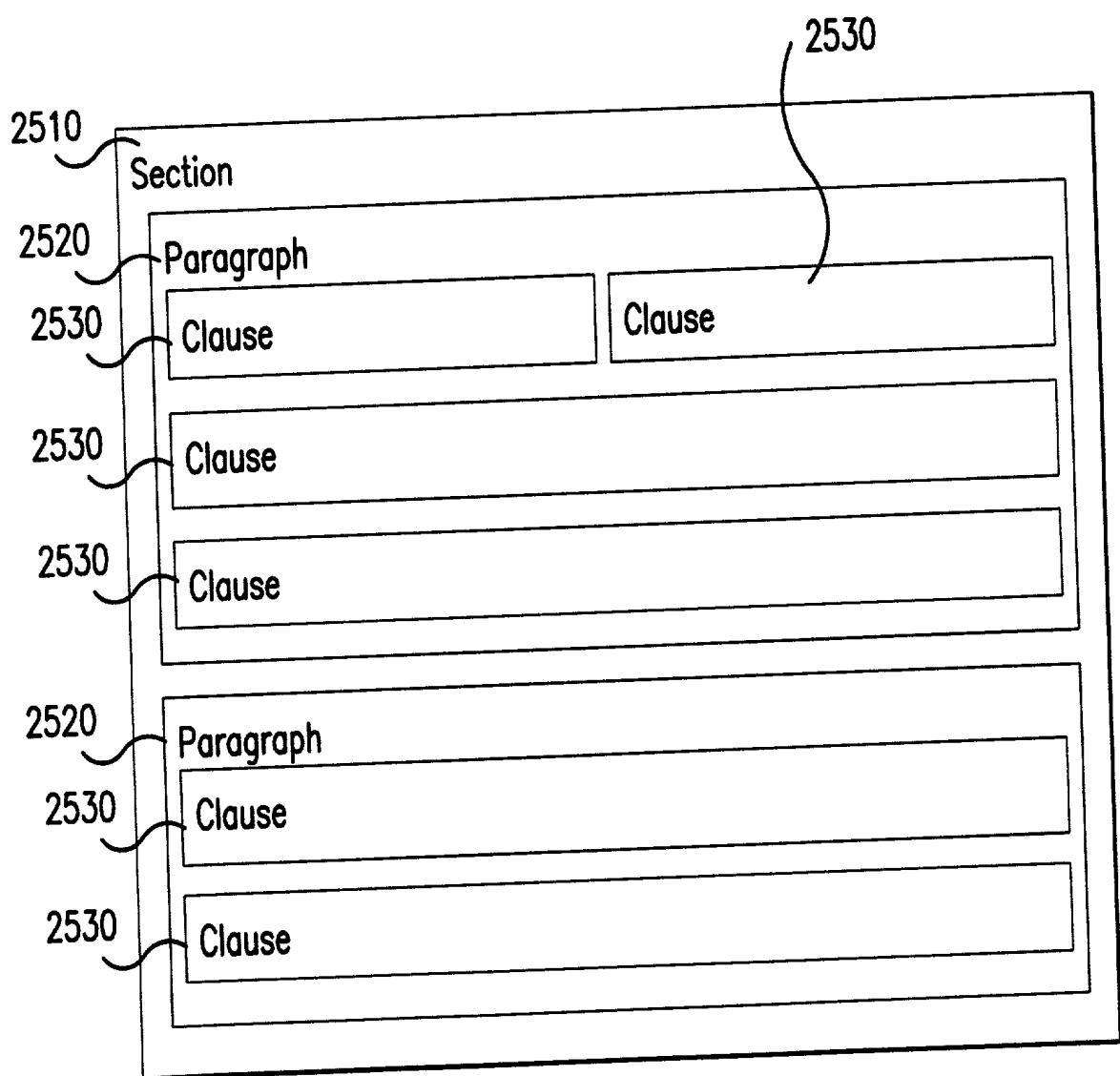


FIG.25

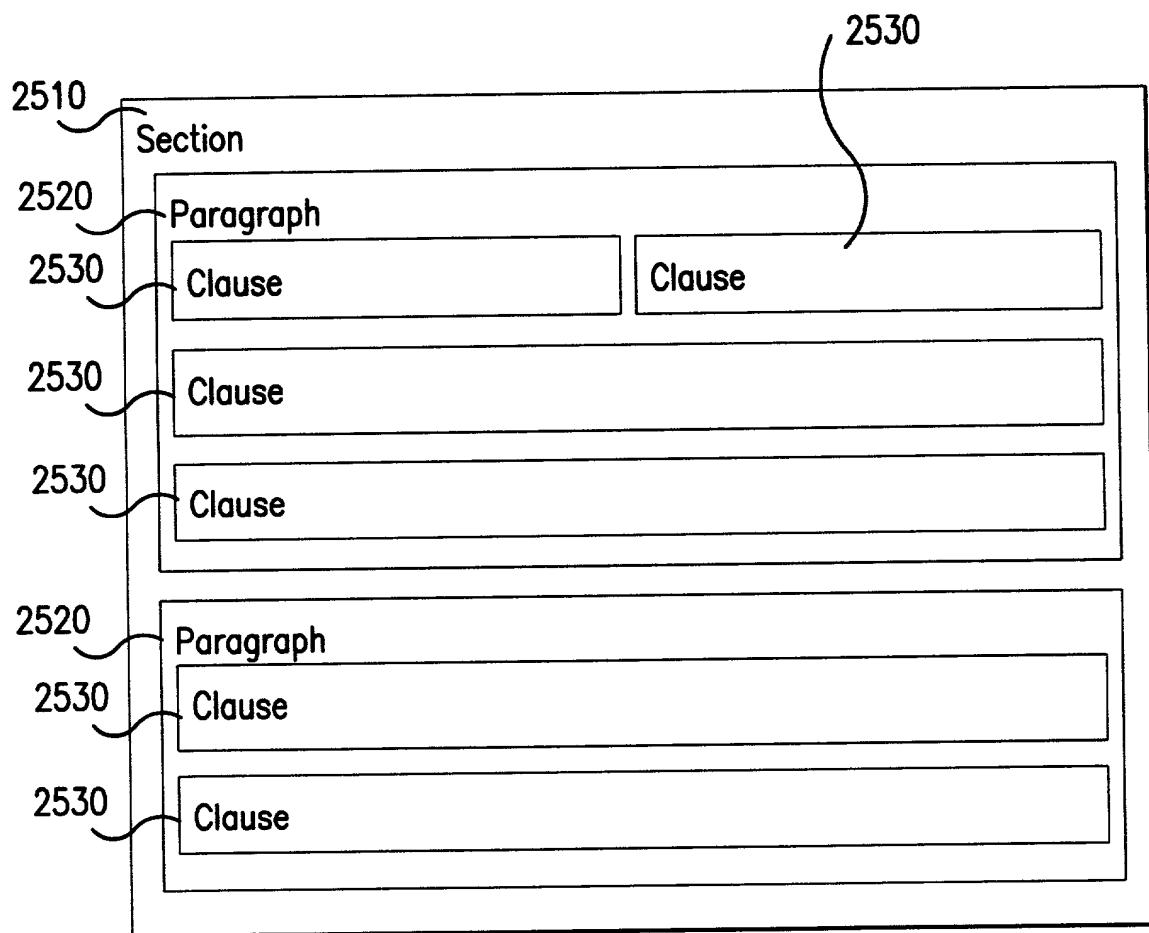


FIG.25

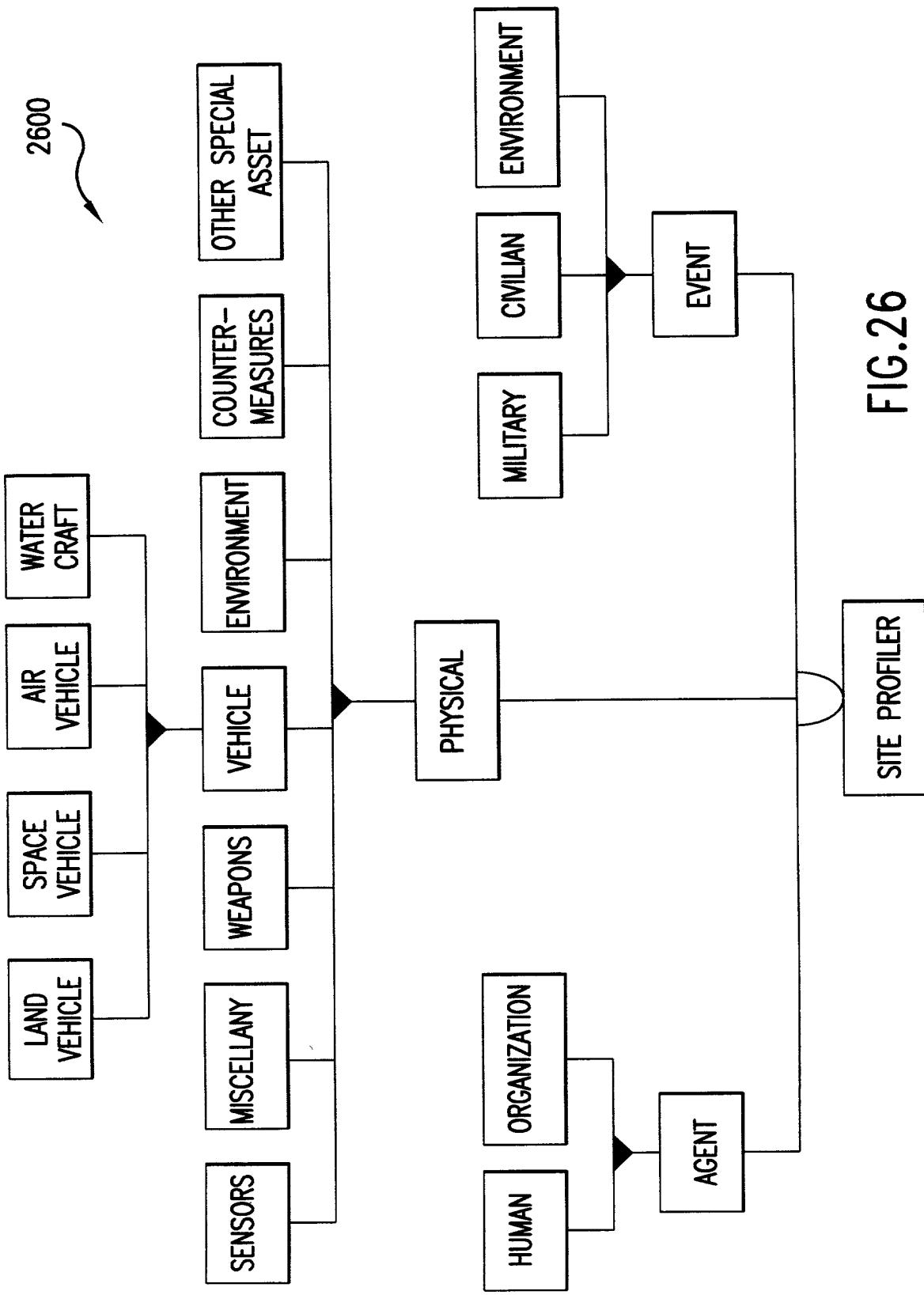


FIG.26

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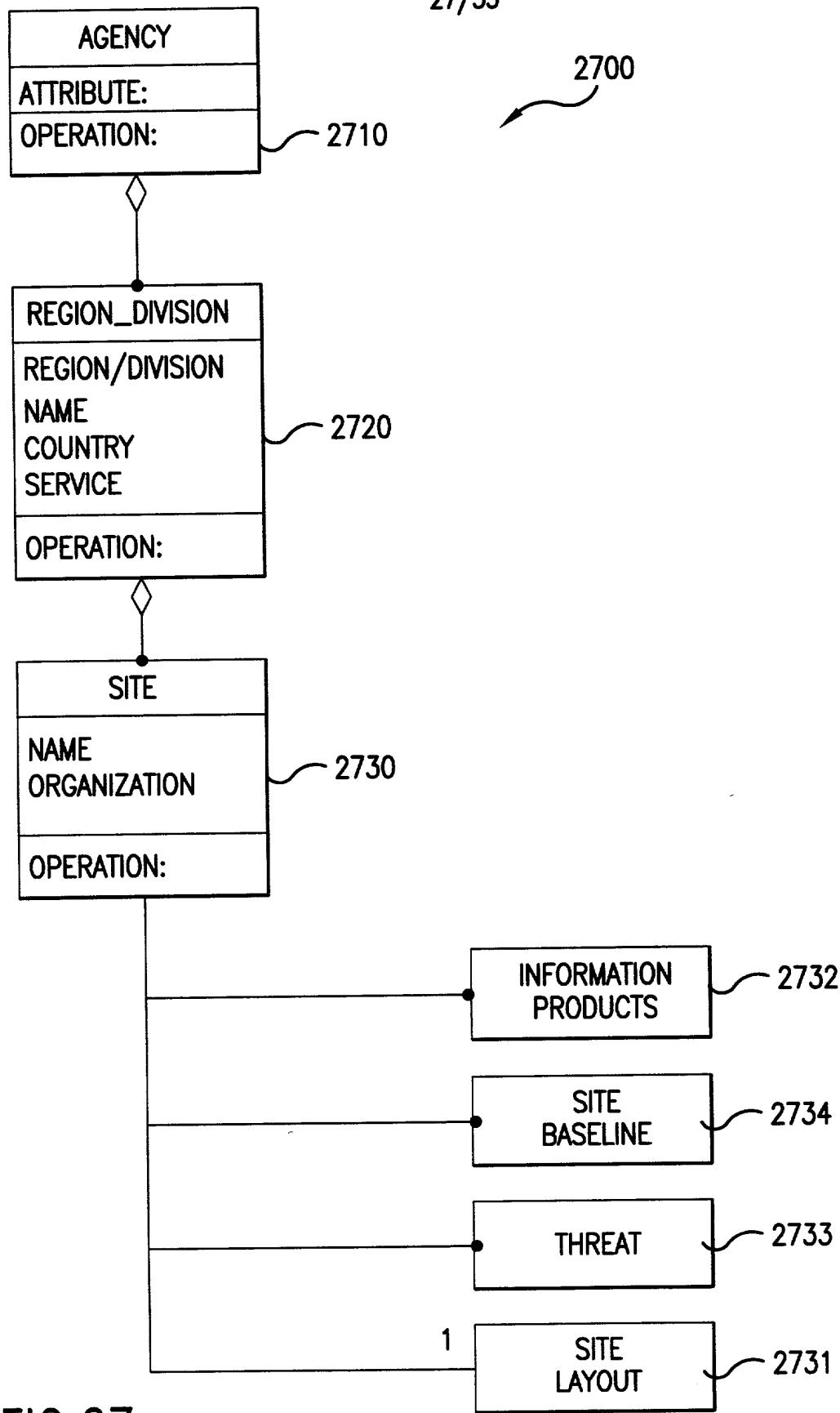


FIG.27

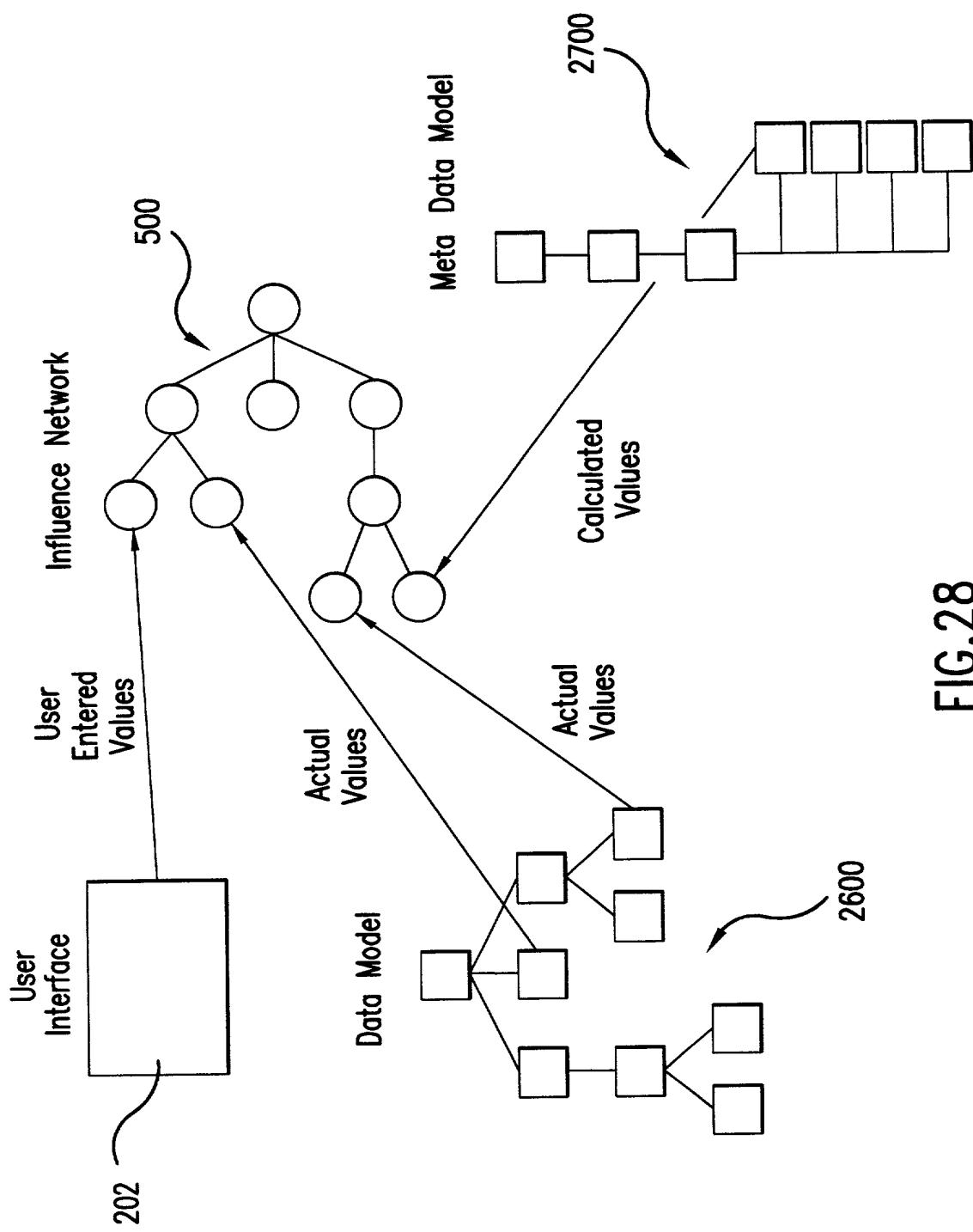


FIG.28

2900

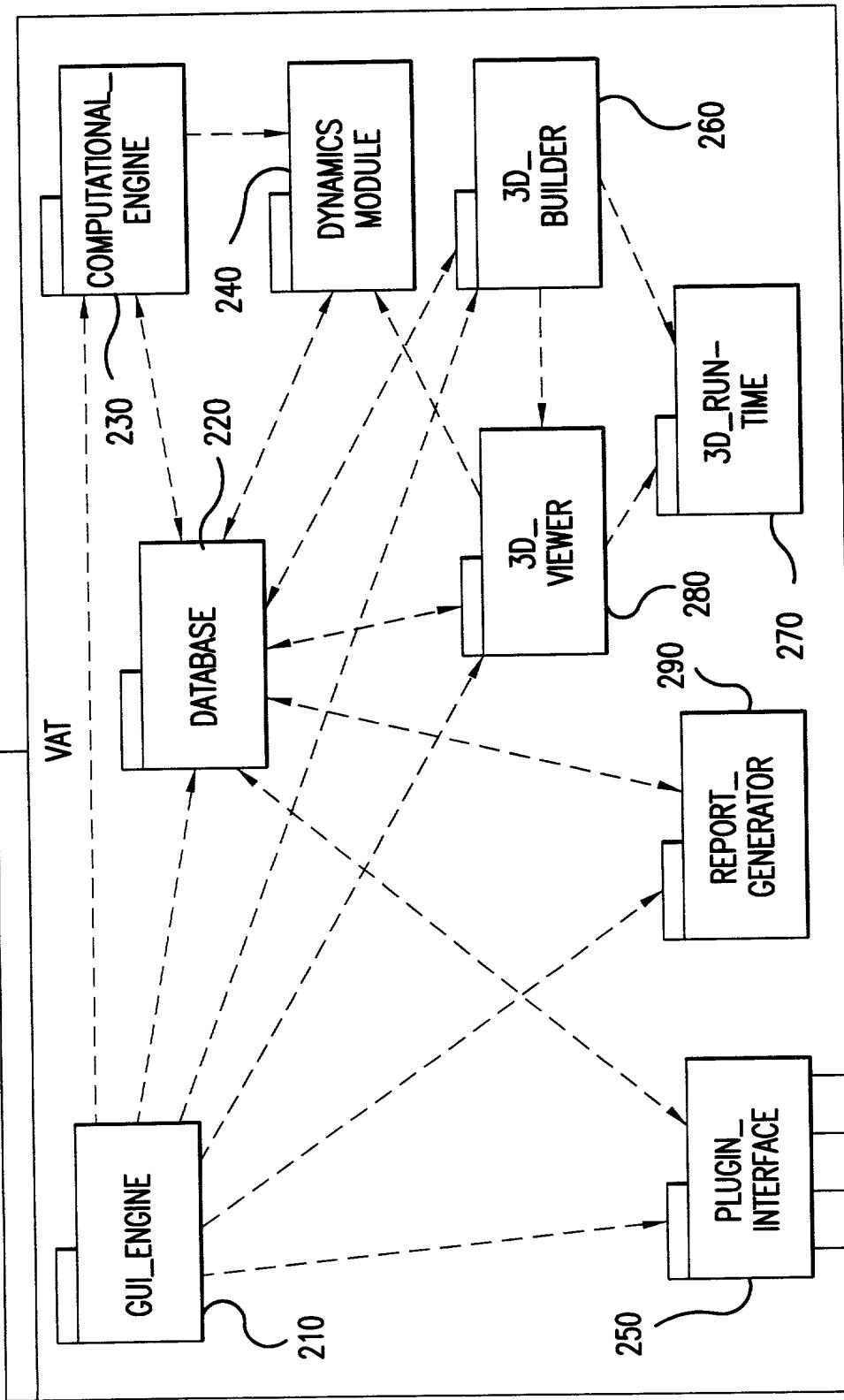
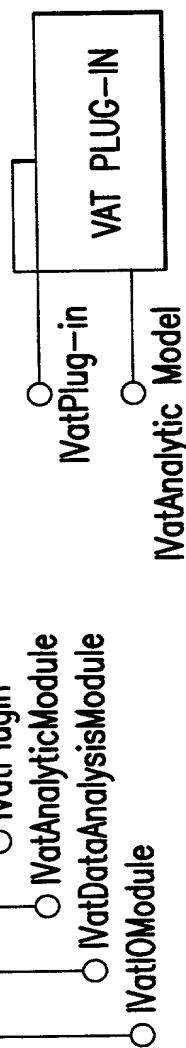


FIG.29



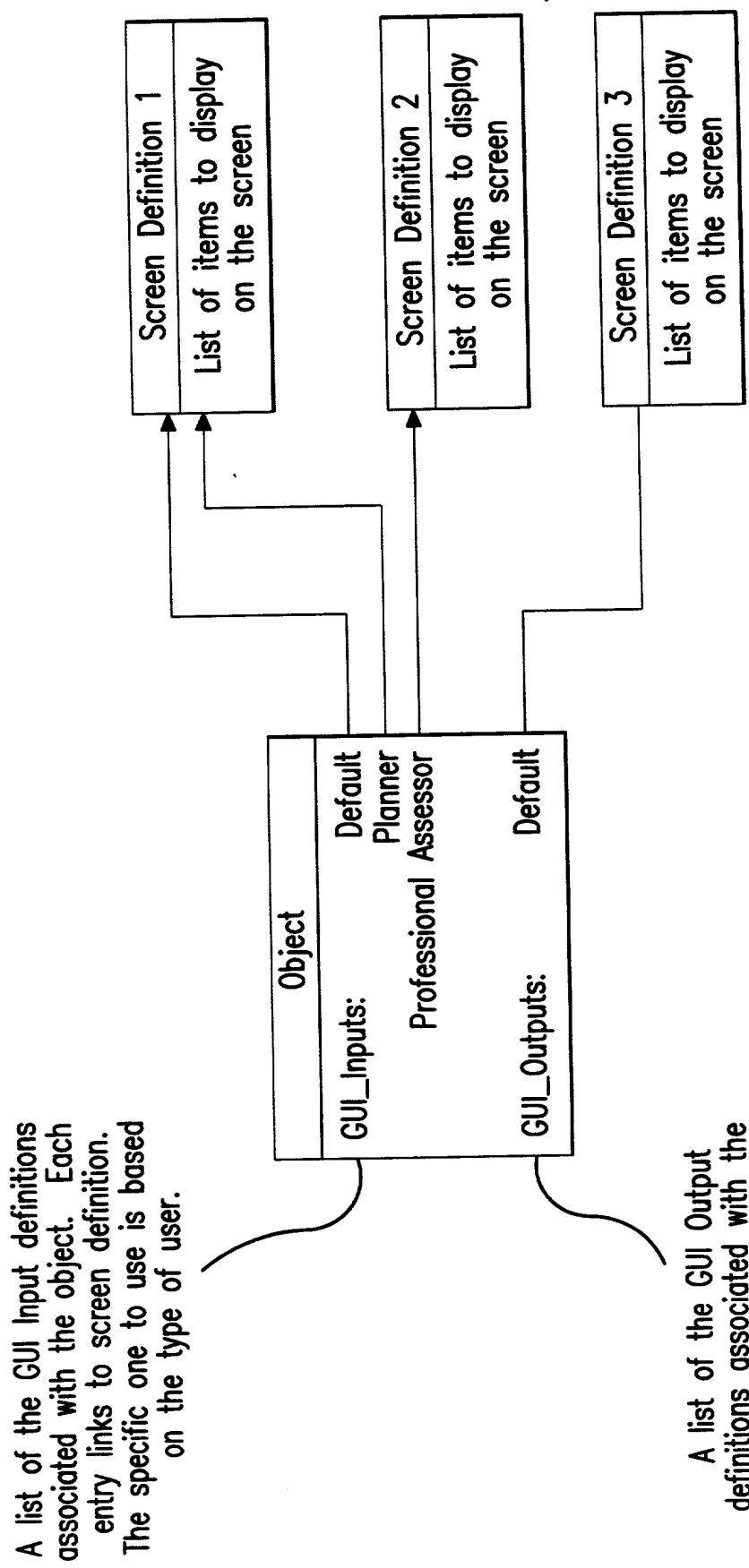


FIG.30

Screen Definition consist of a list
of items to display to the user

Title for the screen

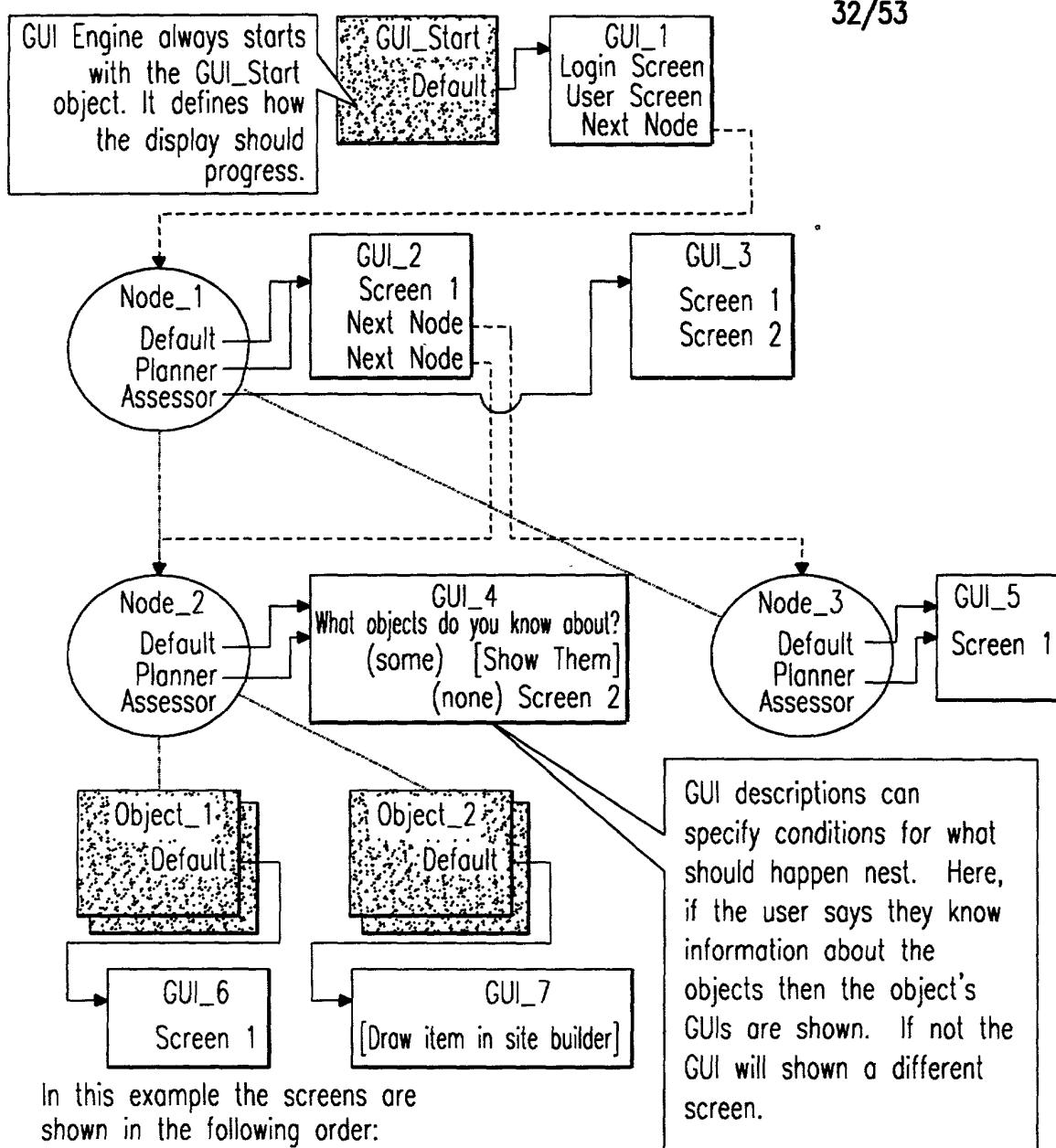
3100

Type	Prompts	Screen Definition
		Format Data Data Modifier
TITLE	User Information	BOLD
INPUT	Please enter your name:	-
INPUT	Please enter your military ID number:	-
INPUT	Please select your rank:	-
INPUT	Please enter your age:	-
INPUT	Please enter you age:	-
BREAK	-	-
NAV IN	-	-
TITLE	Assessment Information	BOLD
INPUT	Please enter the name of the base:	-
INPUT	Please select the date for the assessment:	-

Data items the user needs to
input with prompts to show
beside them

FIG. 31

Explicitate navigational instructions
to the GUI Engine to override the
default flow of screens



- Legend
- Node in the Node Tree
 - GUI description object
 - Object in the Data Model
 - Node Tree relationship
 - Pointer to a GUI Description
 - Pointer back to a node

FIG.32

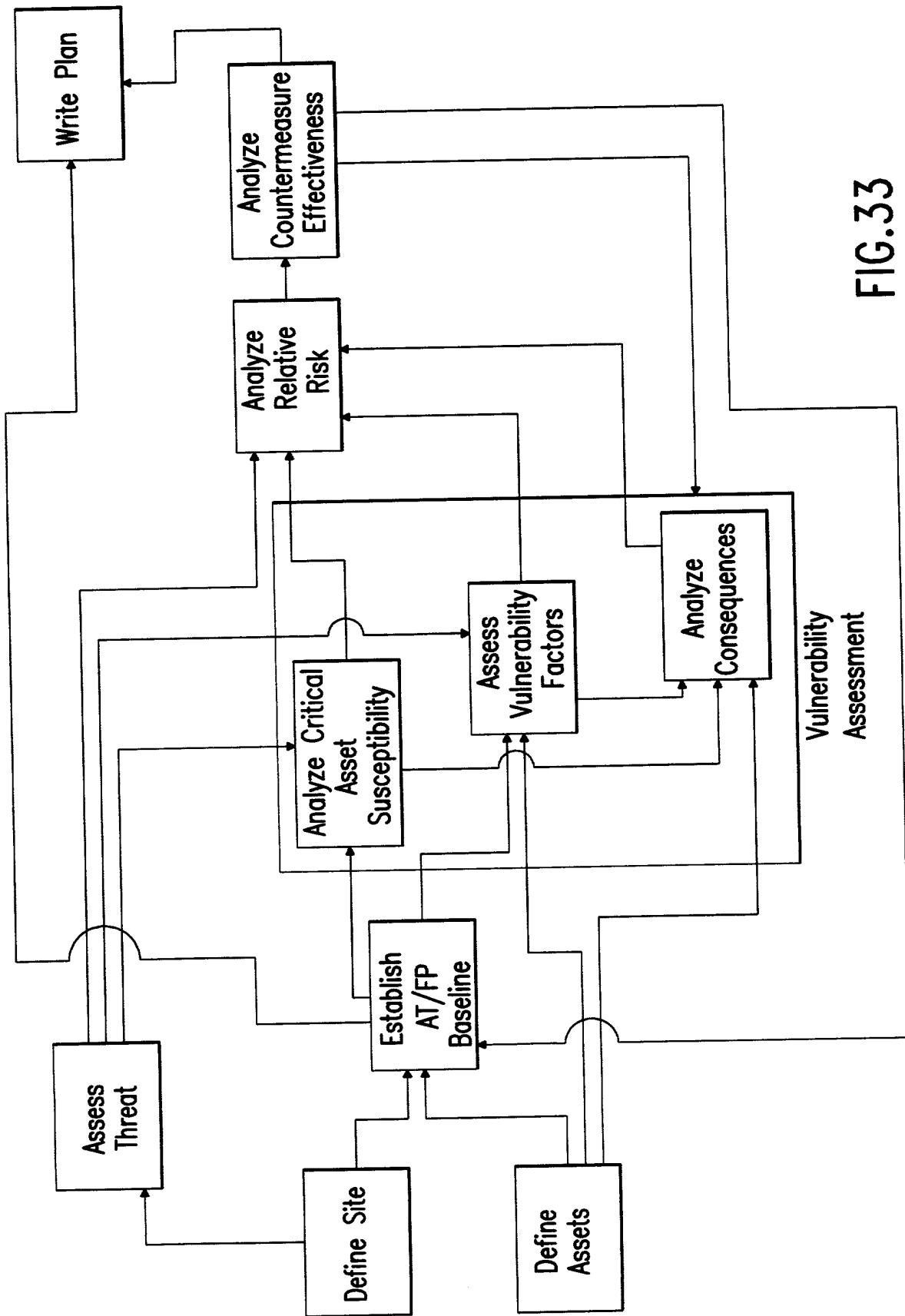
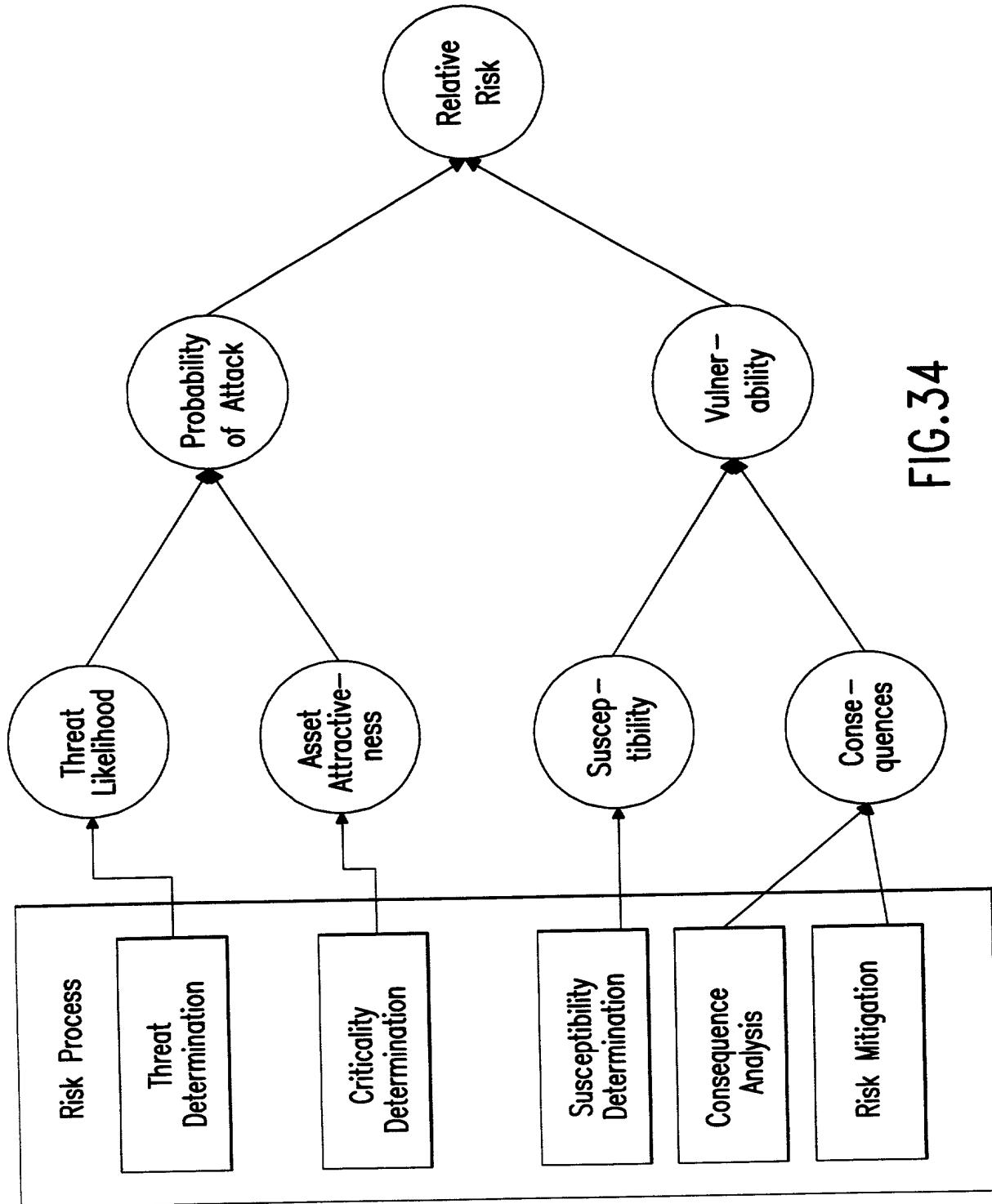


FIG.33



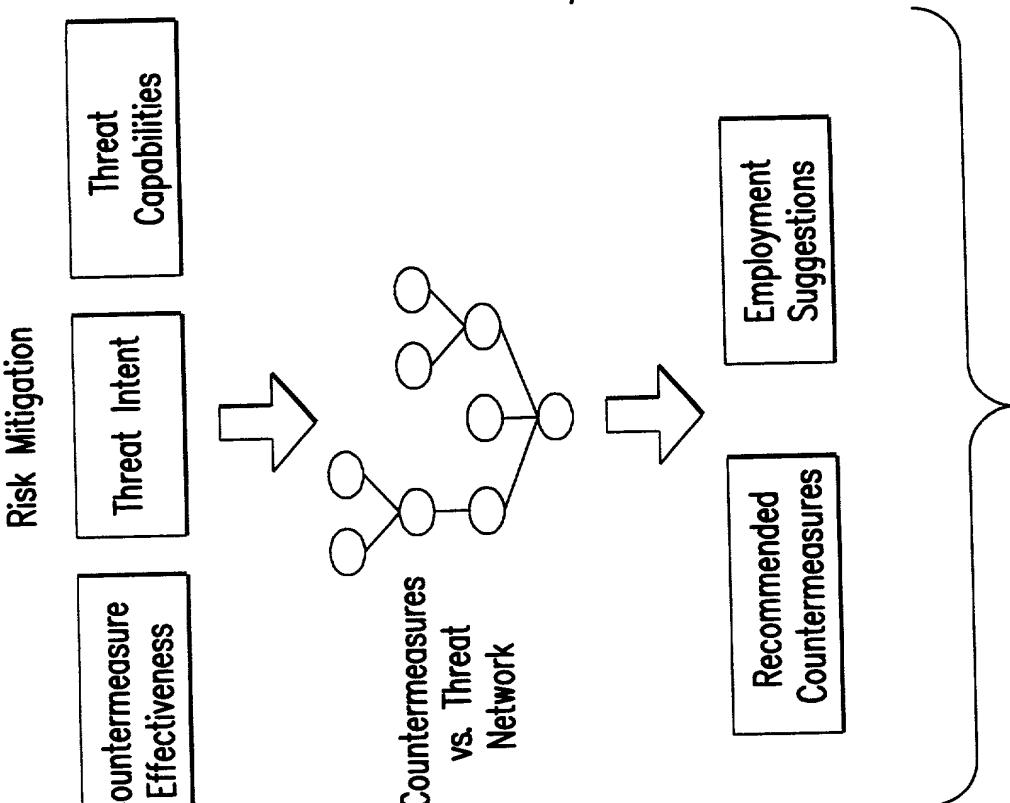


FIG. 35b

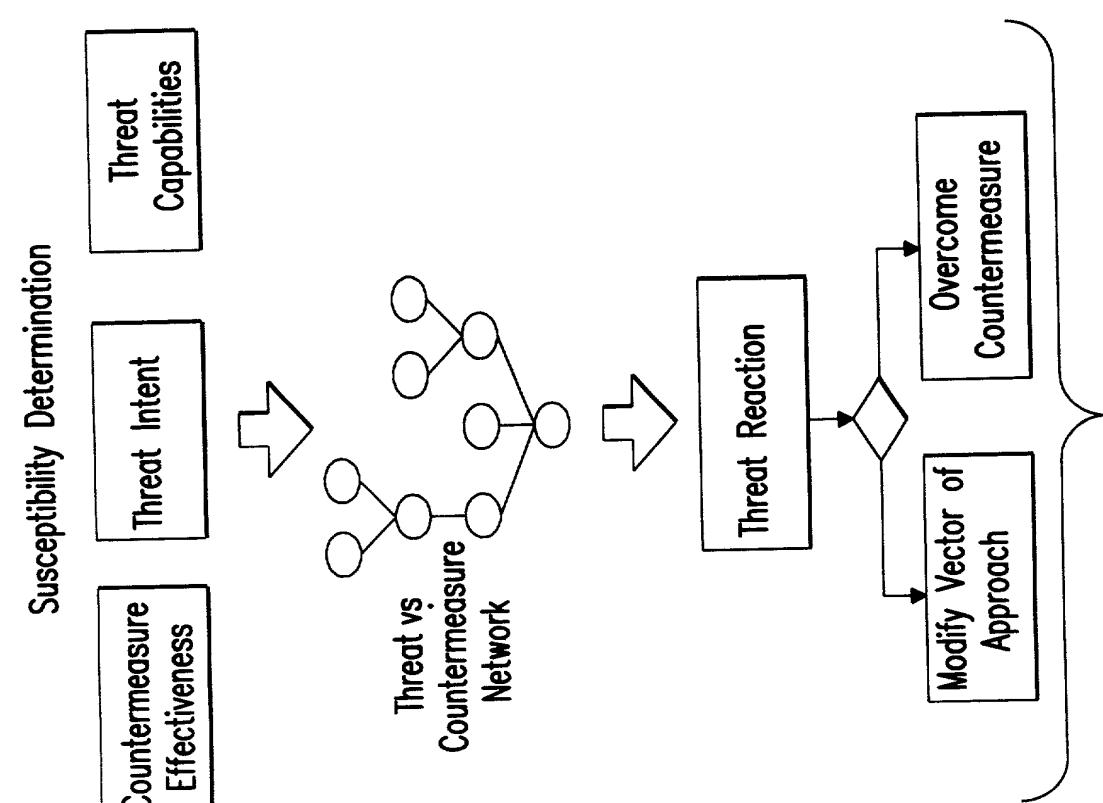


FIG. 35a

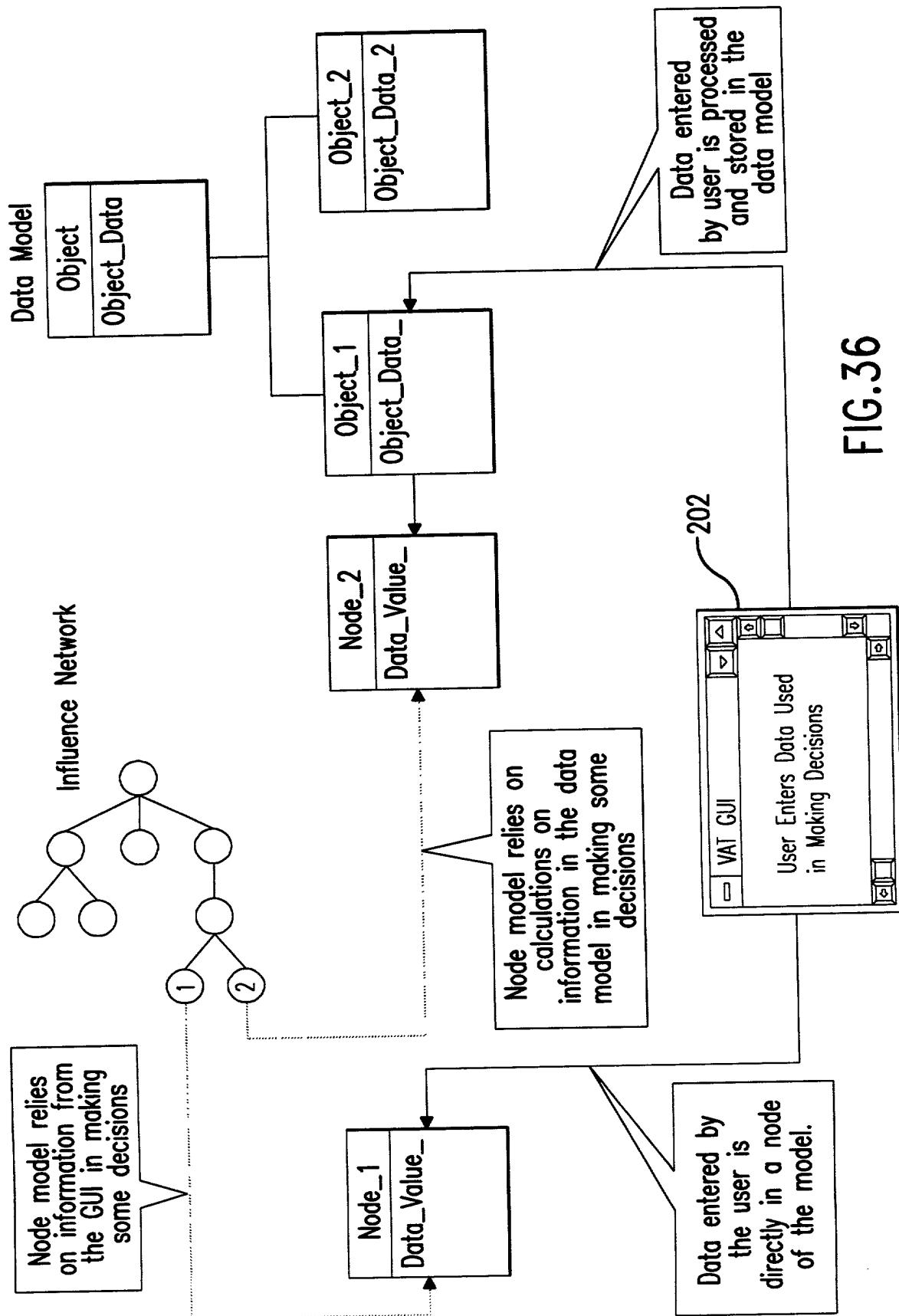


FIG. 36

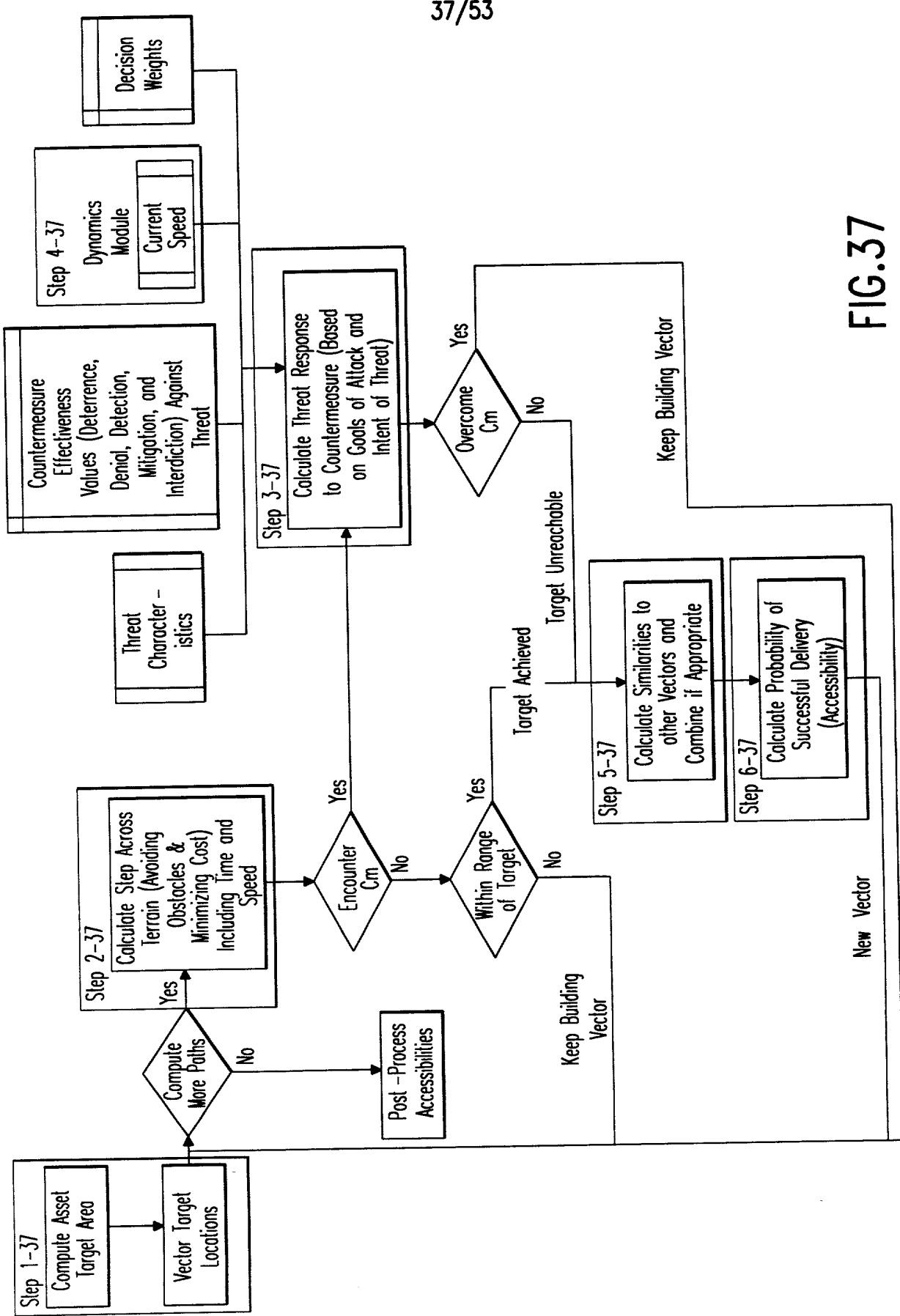


FIG.37

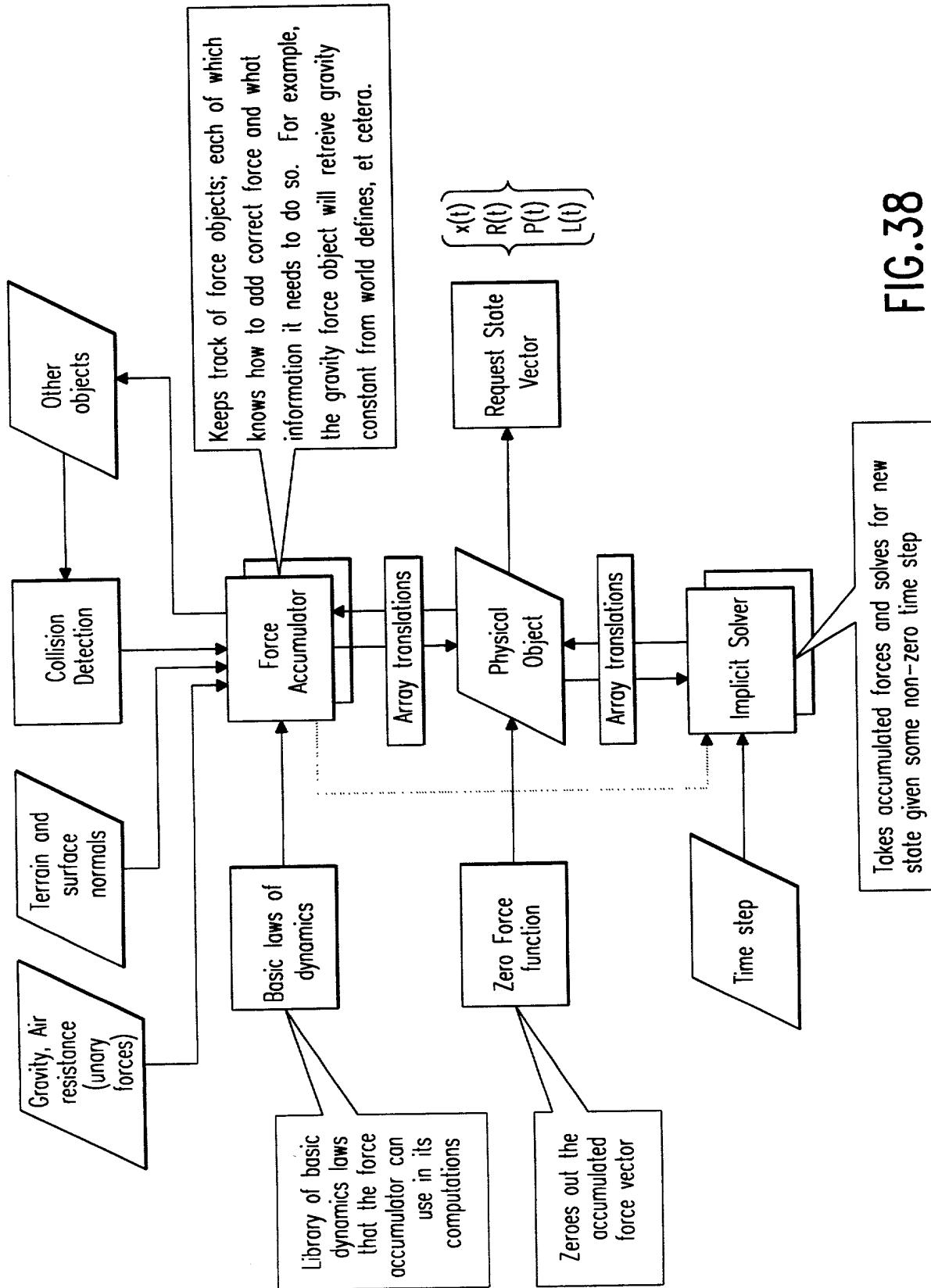


FIG.38

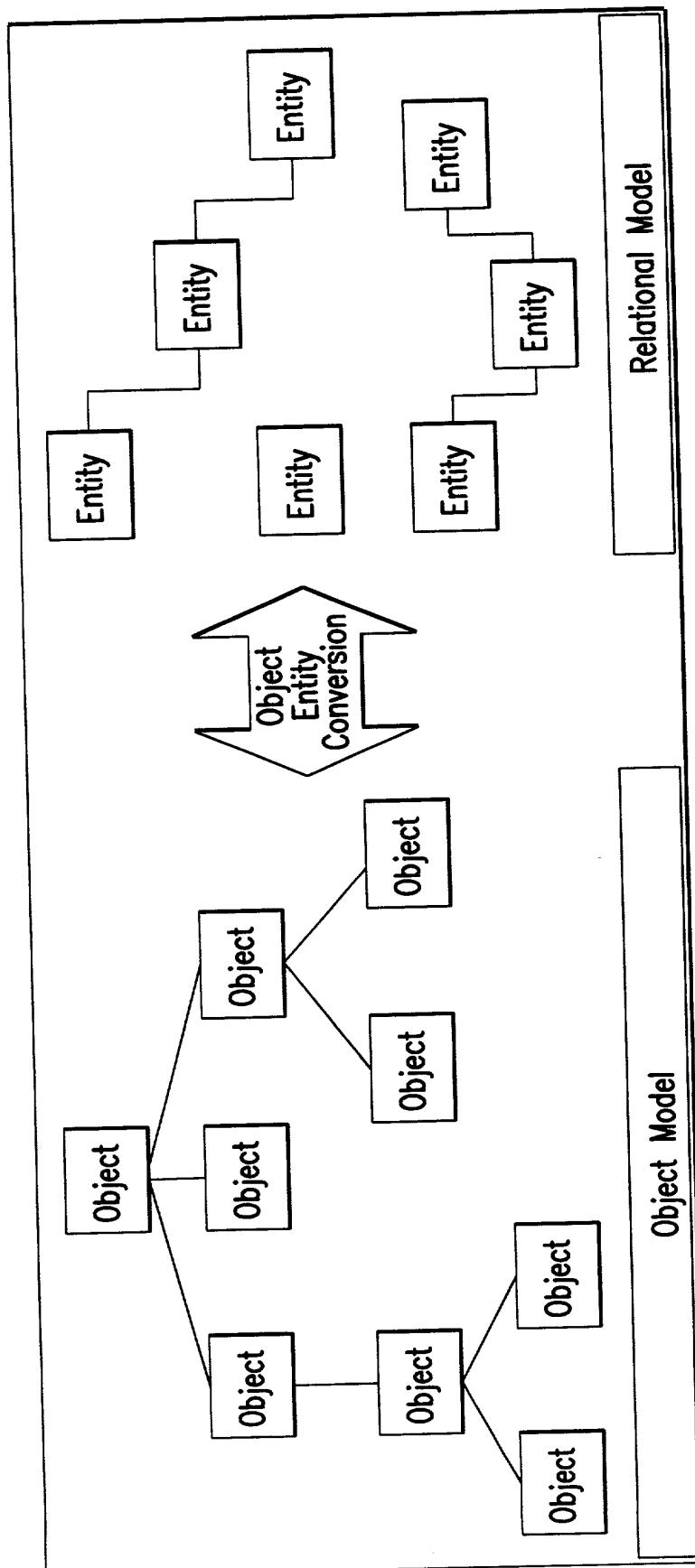


FIG.39

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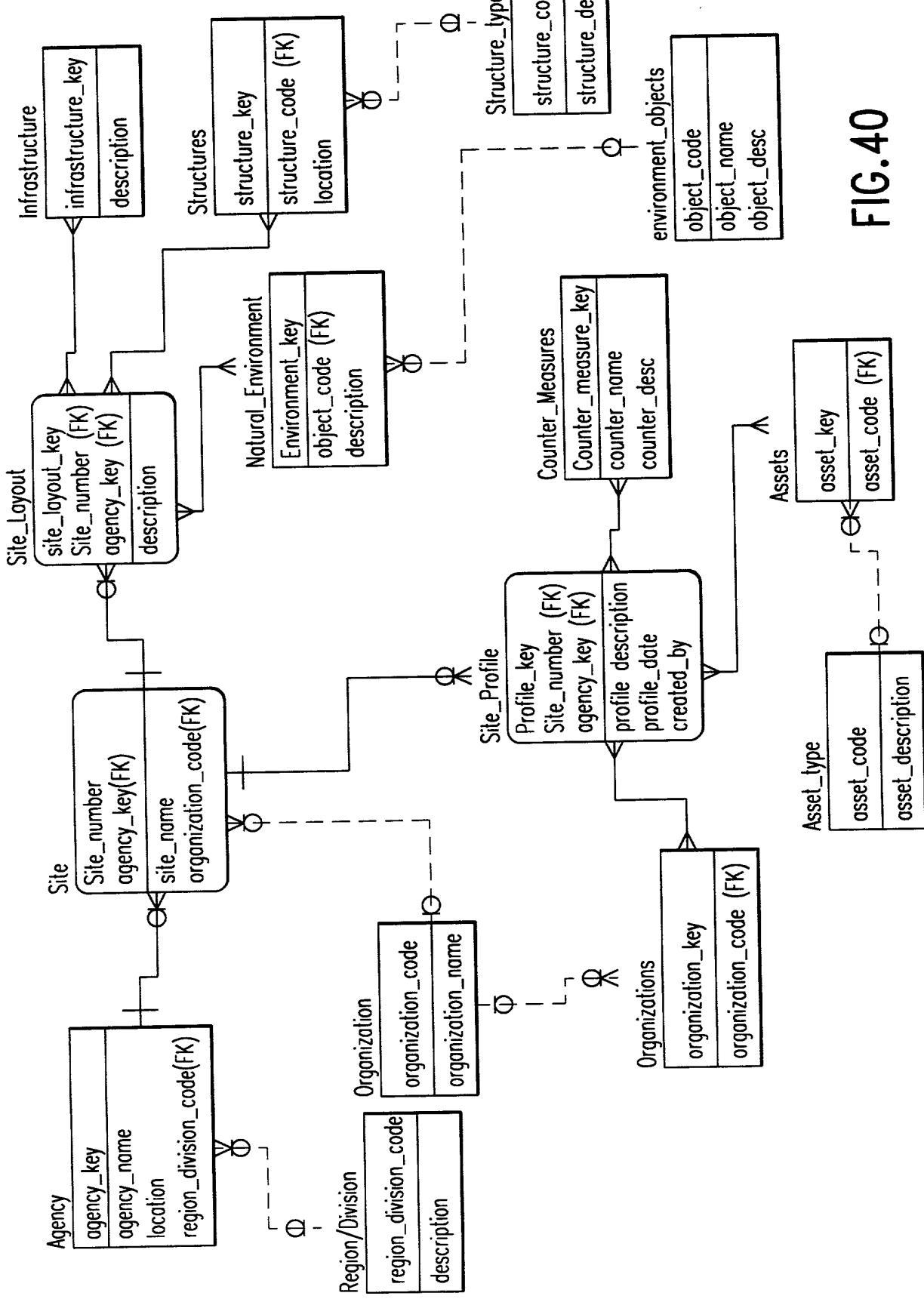


FIG.40

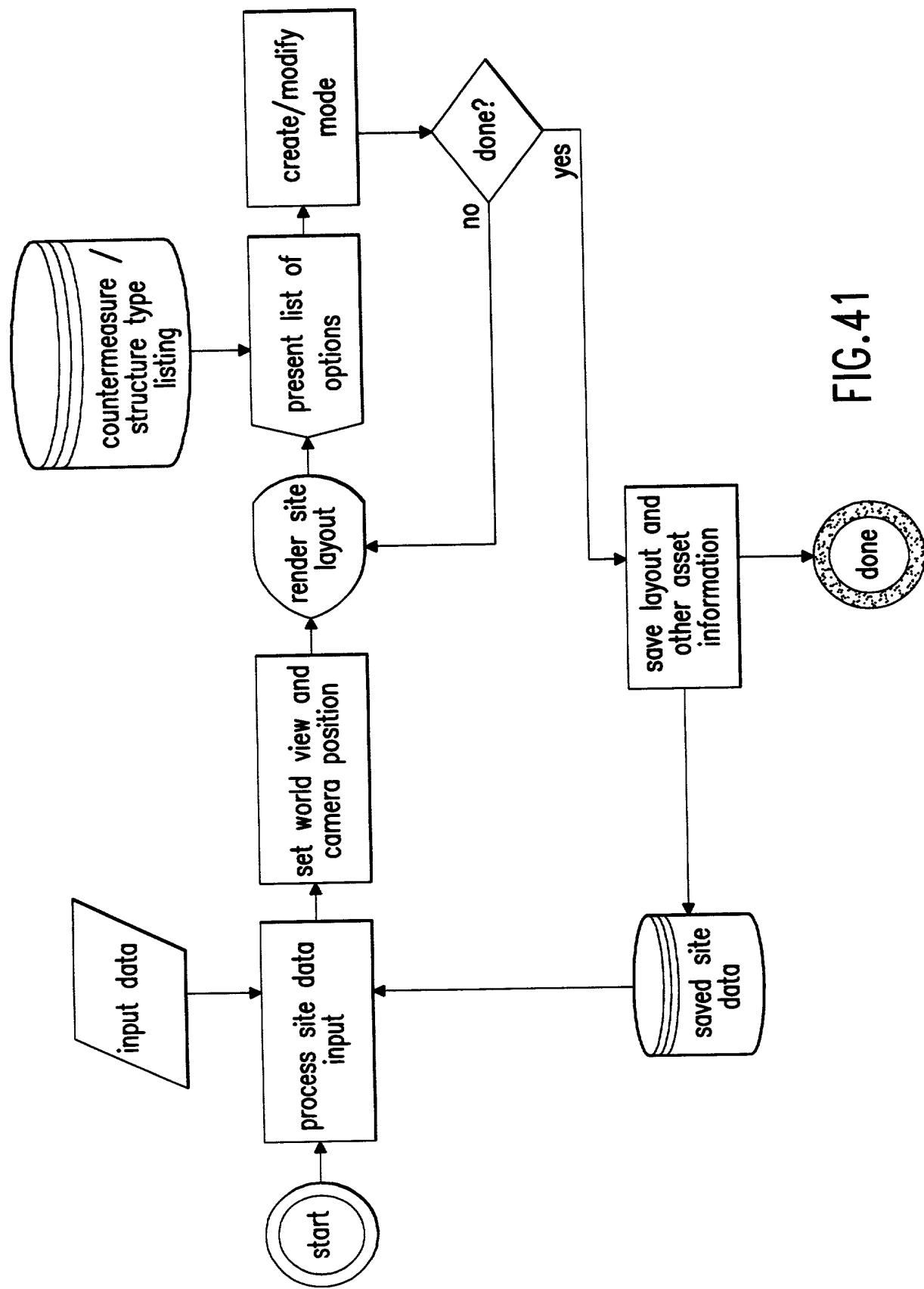


FIG. 41

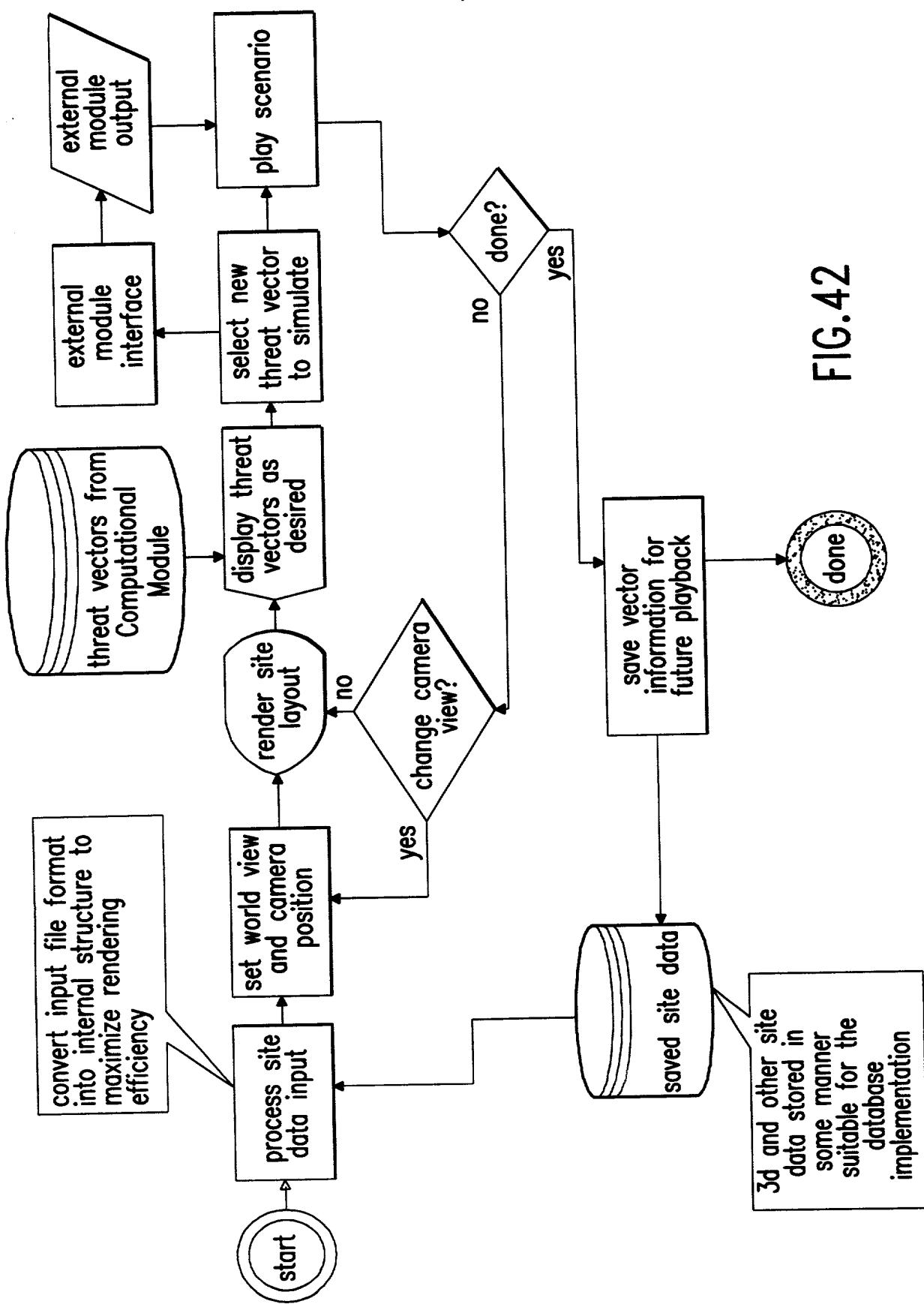


FIG.42

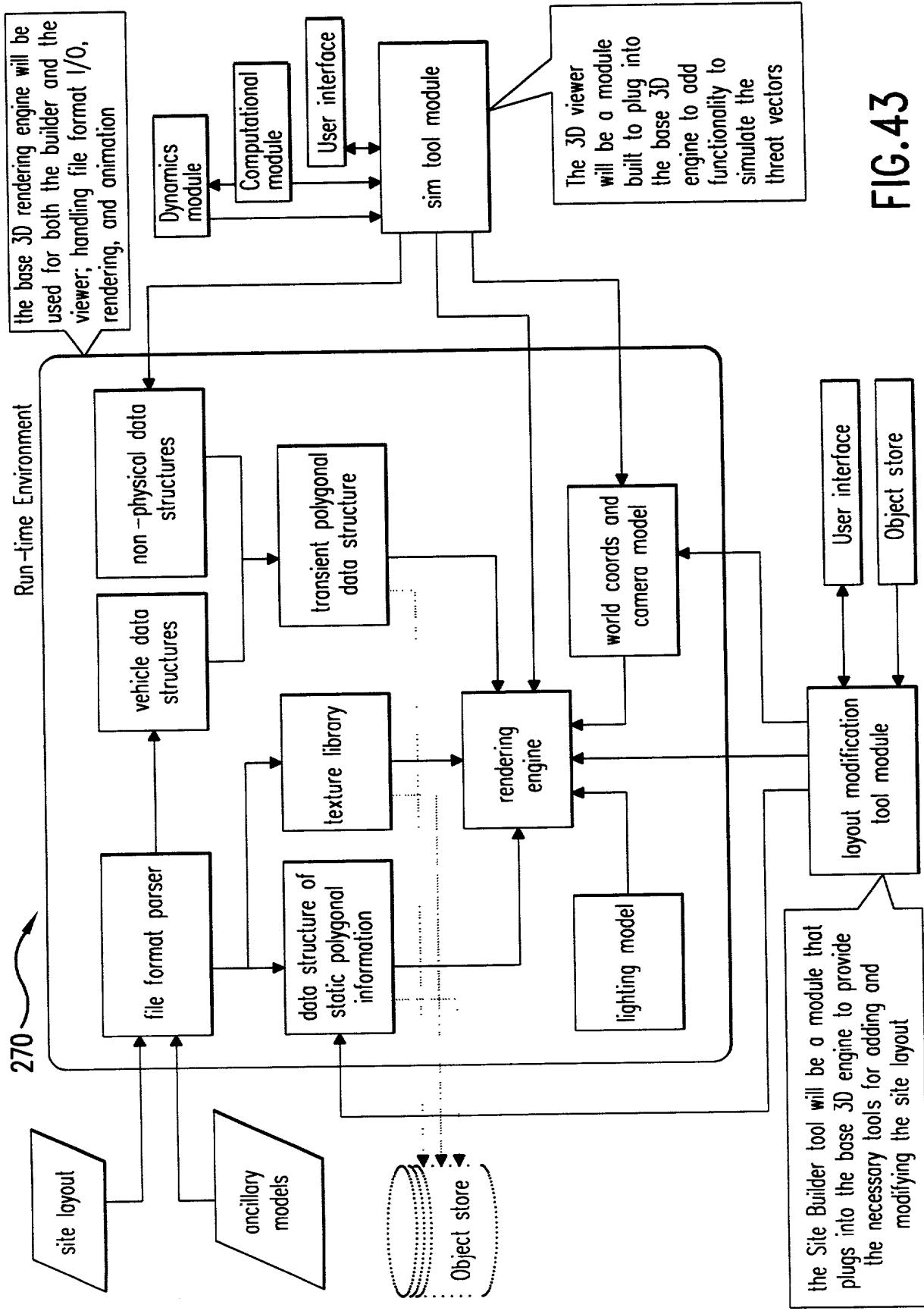


FIG.43

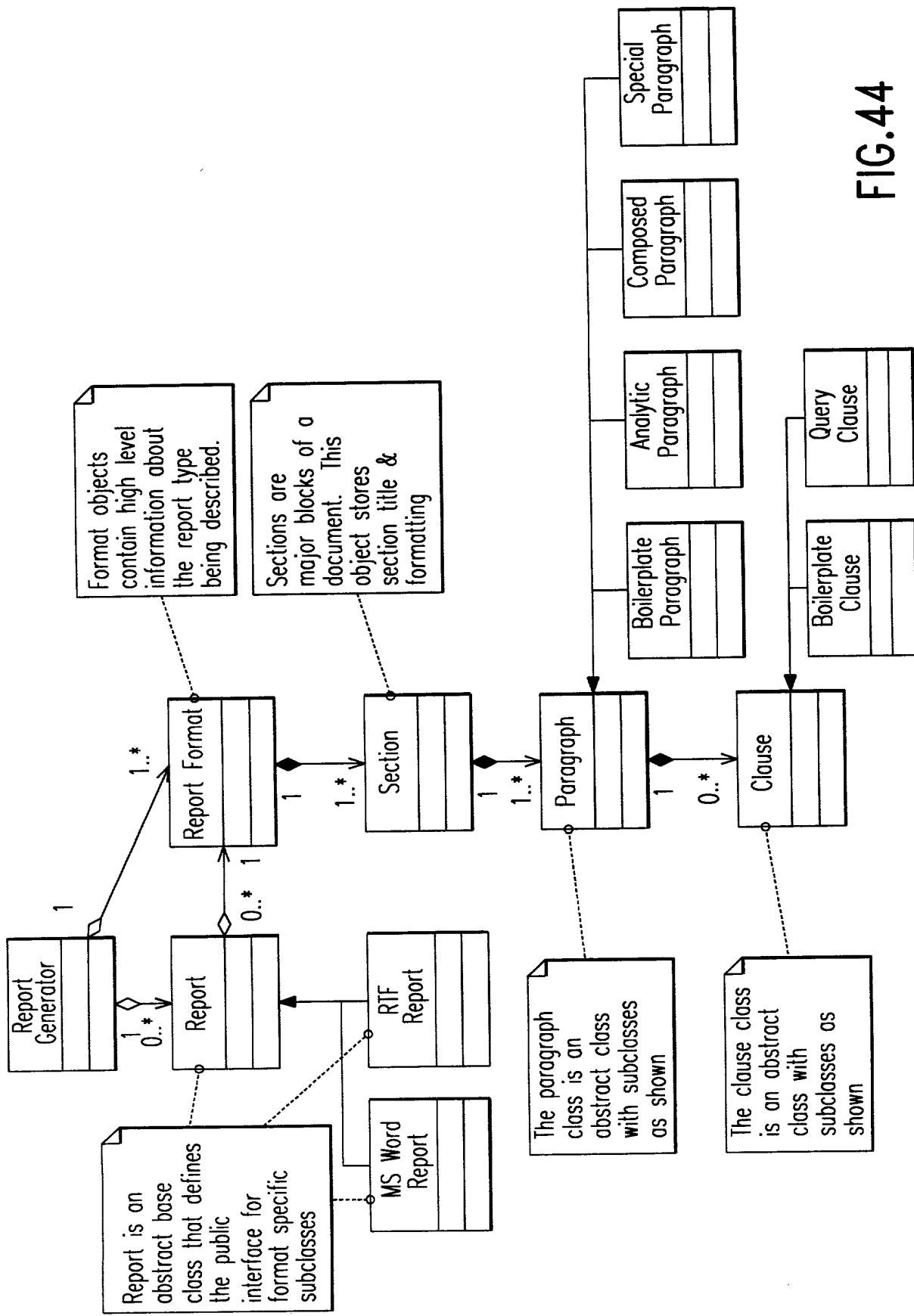
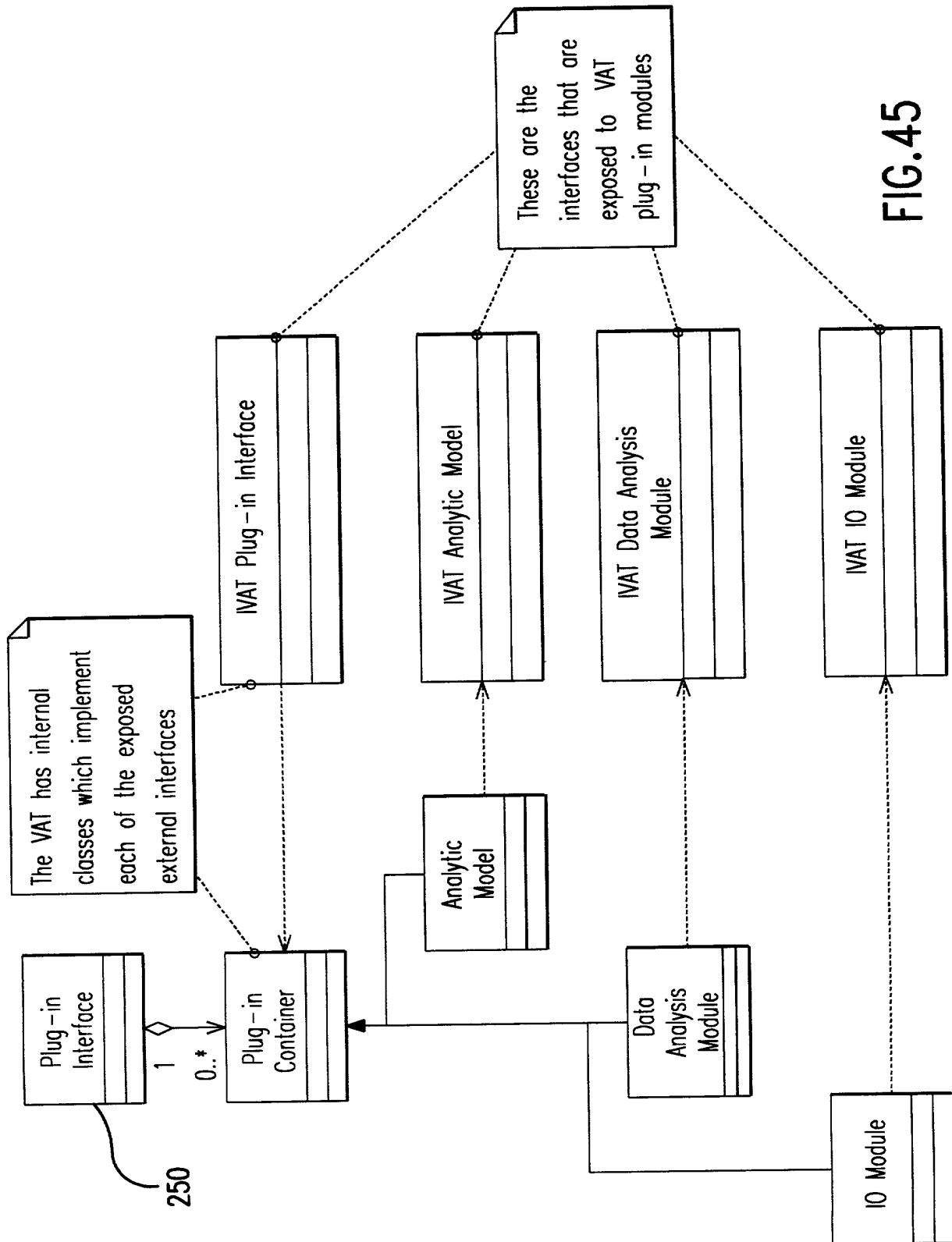


FIG.44



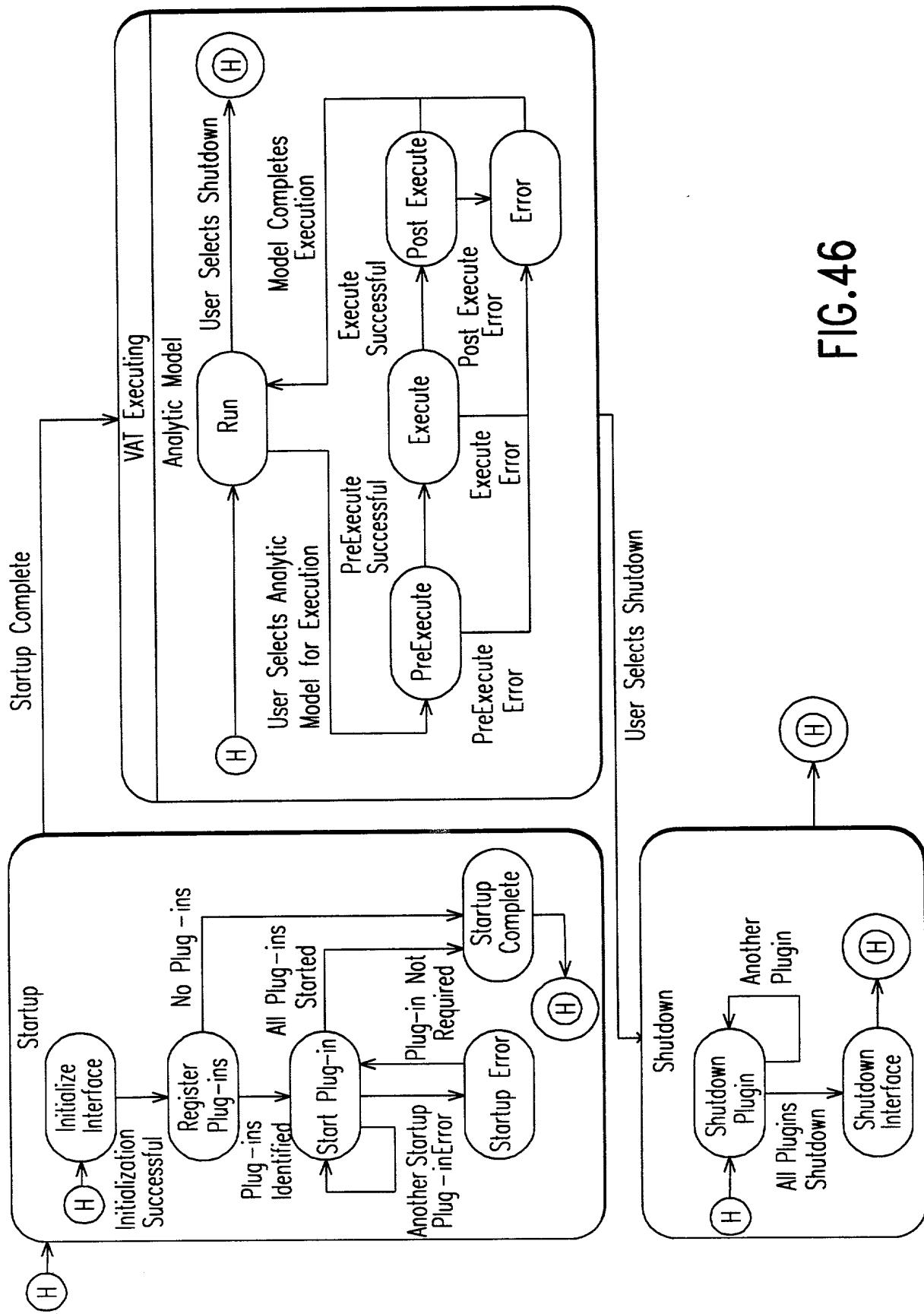


FIG.46

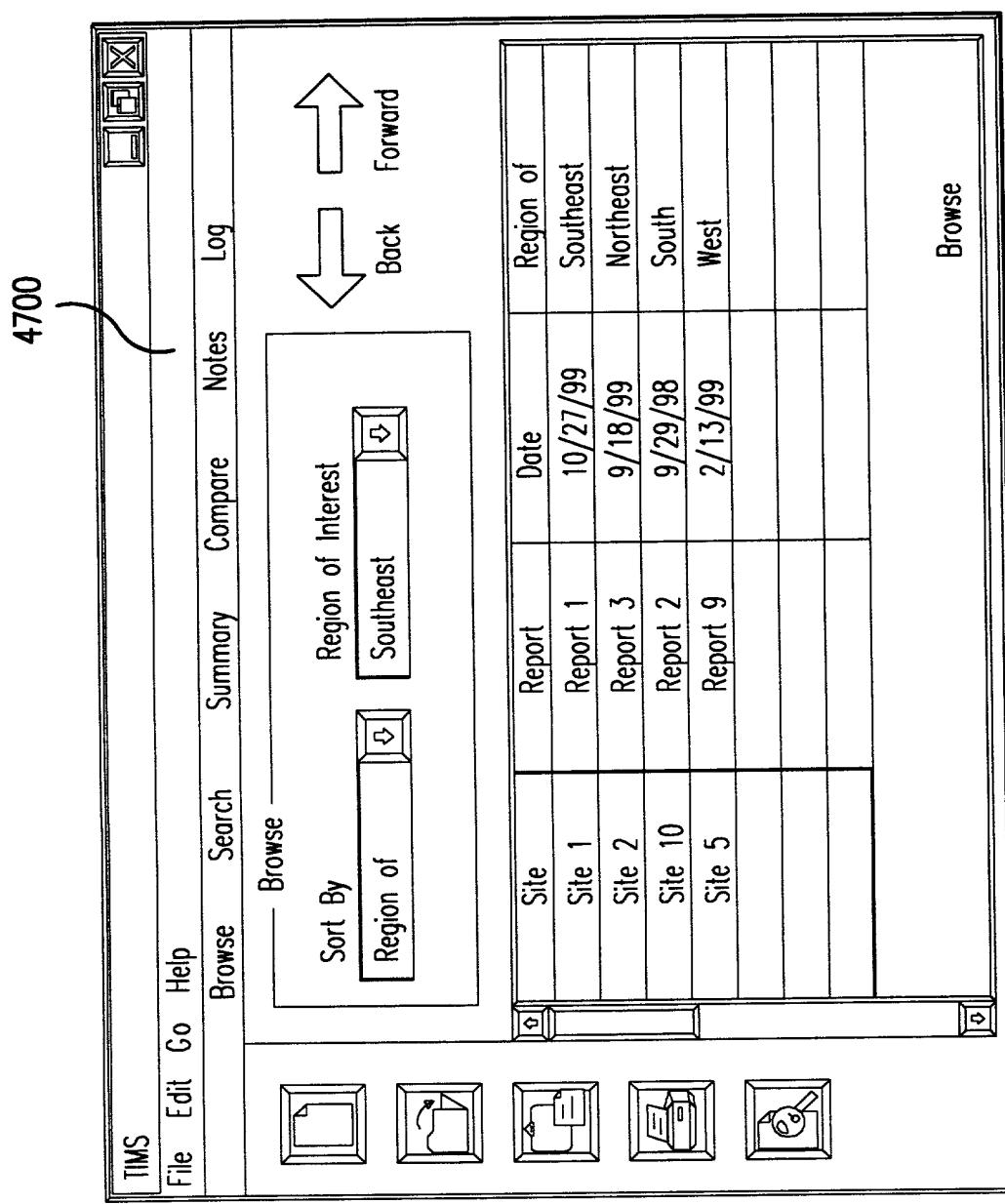


FIG. 47

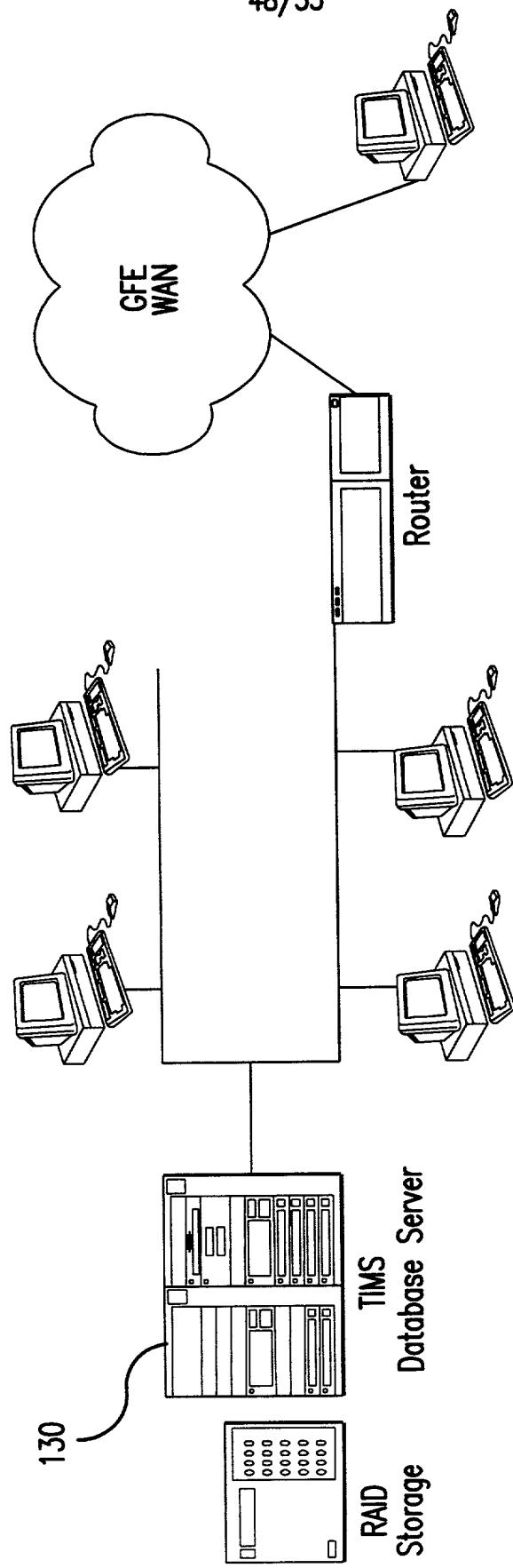


FIG.48

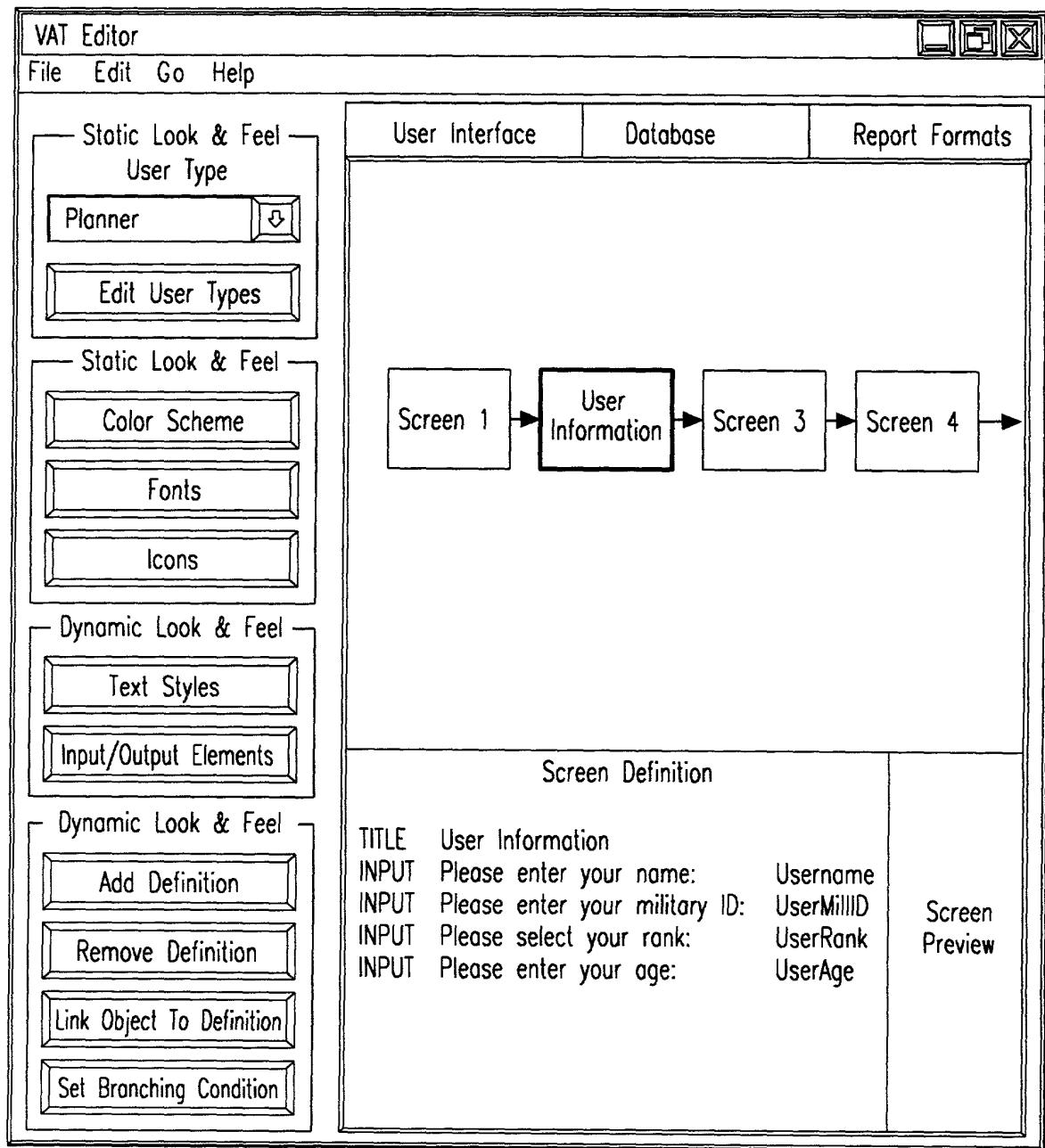


FIG.49

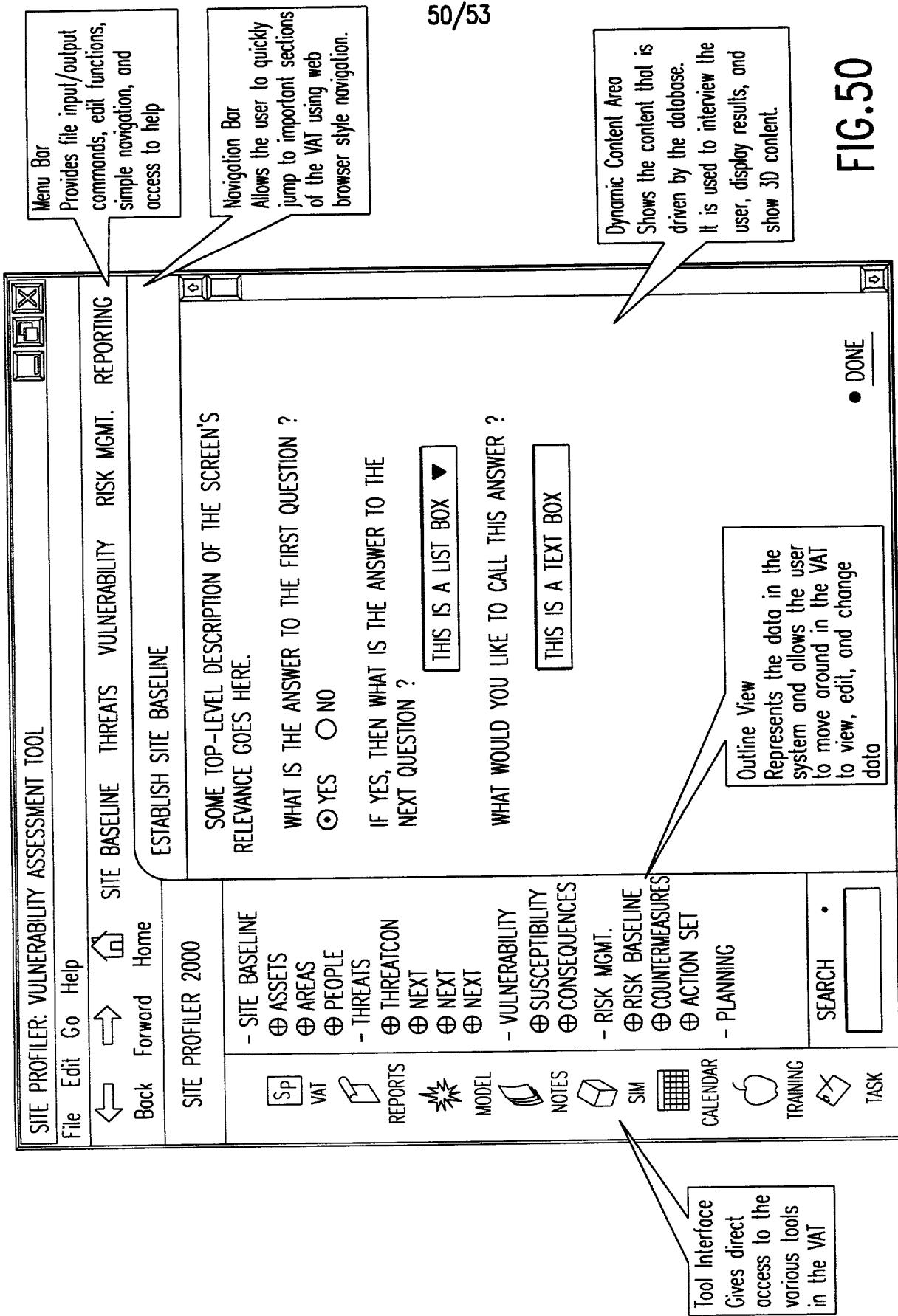
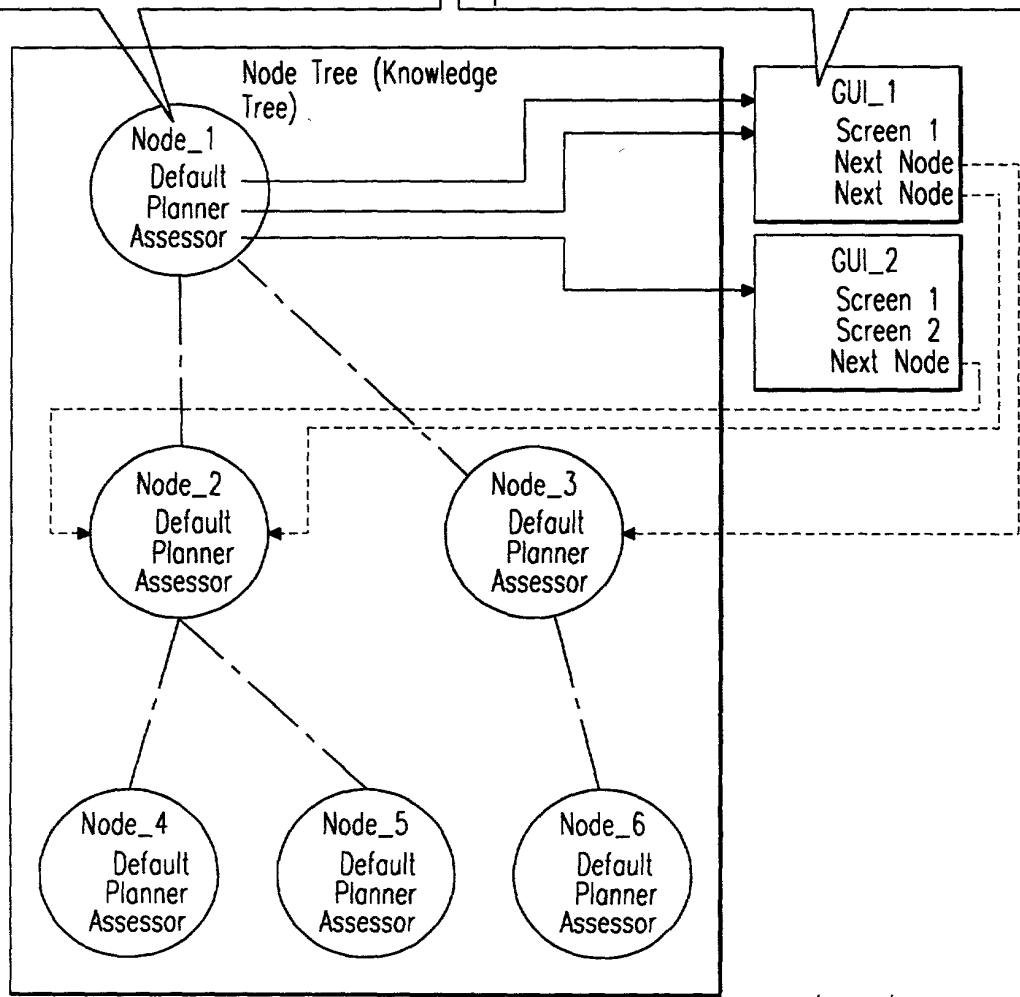


FIG.50

Nodes in the Node Tree have pointers to descriptions of their user interface. Each node can have multiple user interfaces associated with it. Different ones are used for different types of users.

Each GUI description object describes the GUI for a node. It can contain database input, output, buttons, graphics, charts, and graphs. It can also specify what node GUI should be shown next. If a node is not specified then the GUI Engine will determine the next one based on the Node Tree relationships and data dependencies.



Legend

- Node in the Node Tree
- GUI description object
- Node Tree relationship
- Pointer to a GUI Description
- ←→ Pointer back to a node

FIG.51

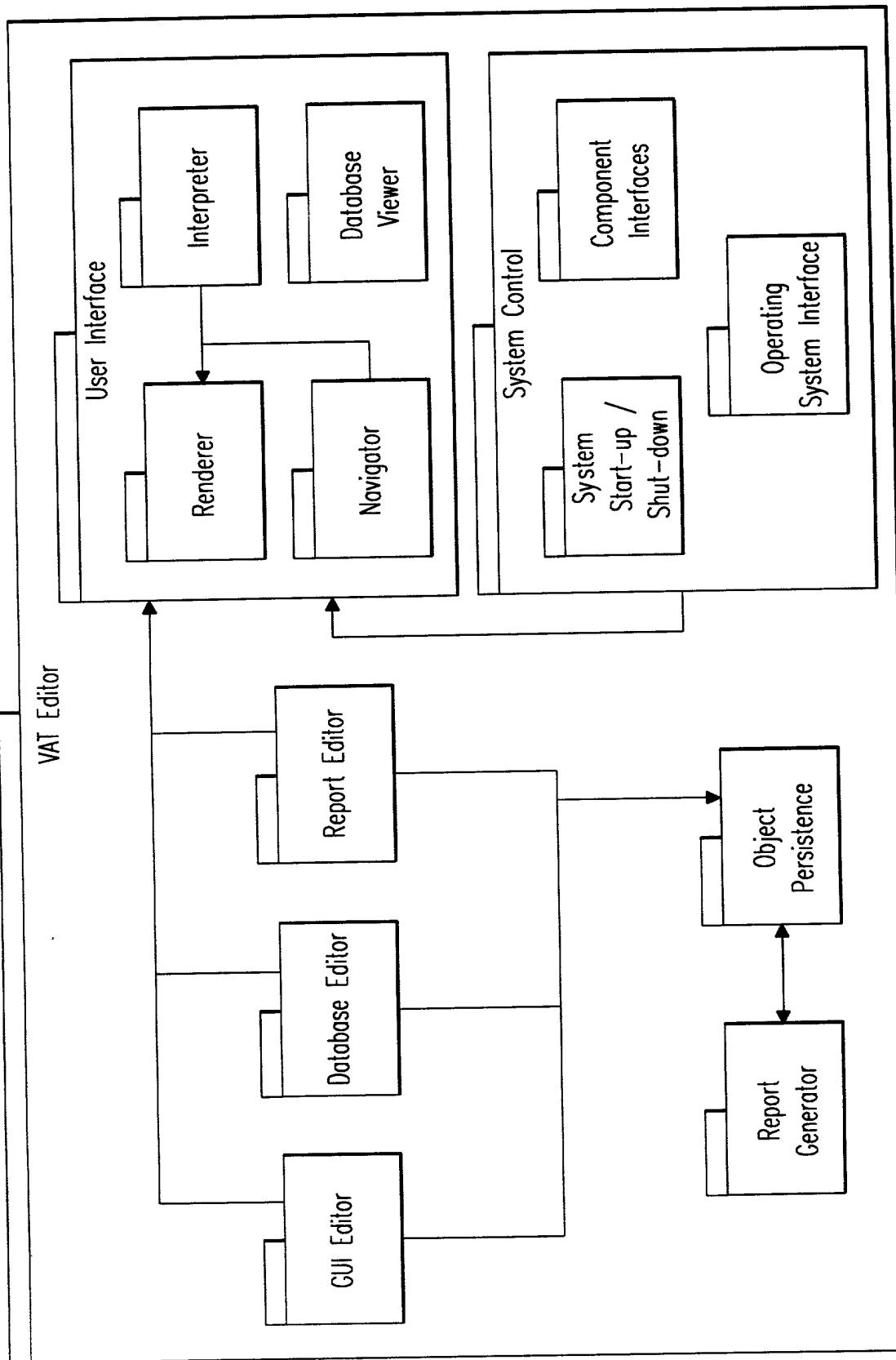
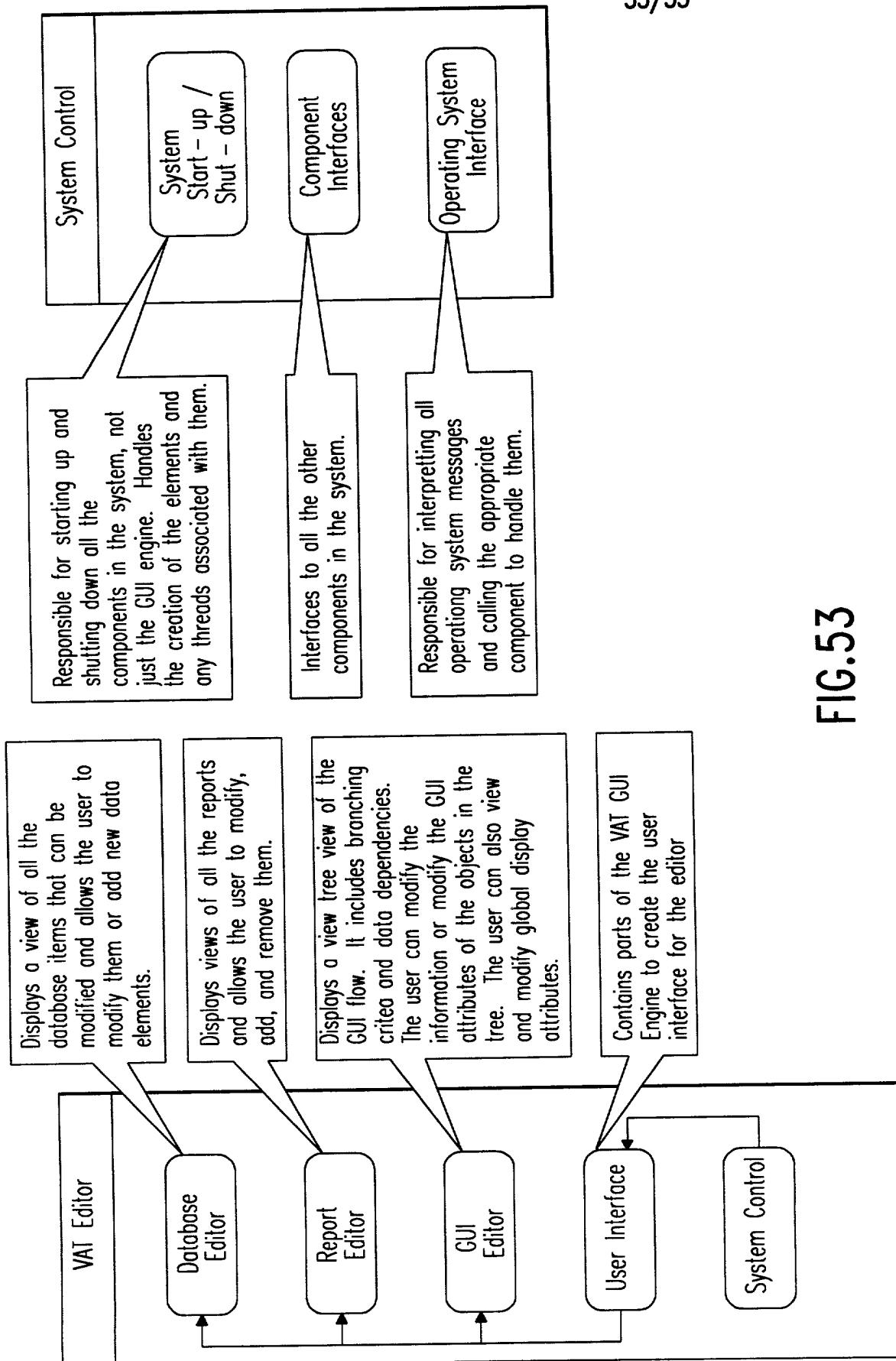


FIG.52

**FIG.53**